



World War II Wargames Rules

ACTION
SECOND EDITION



CAMPAIGN BATTLE OF FRANCE





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BOLT ACTION
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WHAT IS THIS BOOK?



This book is an expansion to *Bolt Action*, the 28mm scale tabletop wargame set during the Second World War. Whilst there is historical detail within the narrative, this volume is not a history book – it is first and foremost a wargaming supplement. The team who put this book together took feedback from reviews of previous supplements and opinions from the *Bolt Action* community via various *Bolt Action* social media groups. With this information to hand, the intention was to provide a good mixture of scenarios, new units, and new rules whilst still giving some historical background for context. Some previously published rules and units have also been reprinted – this is to save players the expense of buying additional books for content which is vital to this volume, but might form only a small part of other books.

The Battle of France was an explosive and violent campaign, with actions taking place on two fronts and in neighbouring countries. Several key engagements have not been presented as scenarios in this book, merely due to the constraints of the book size and the author's wish to present a variety of very different scenarios for players. For those who are interested in a more in depth look at the actual historical events surrounding the campaign, a [bibliography](#) is provided.

CAMPAIGN OVERVIEW

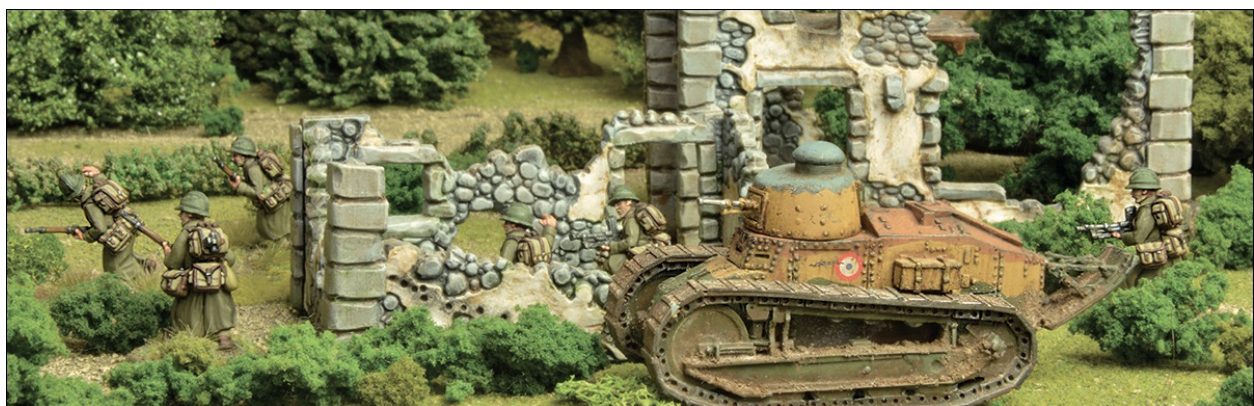
The beginning of the Second World War is sometimes defined differently depending on the nation. For example, in Southeast Asia the war can logically be seen as a natural progression of the Second Sino-Japanese war which began in 1937, whilst conversely direct US involvement did not begin until as late as December 1941 after the attack on Pearl Harbor. For Western Europe, the Second World War began with the German invasion of Poland on 1 September 1939. Both France and Britain had given guarantees to Poland that if Polish independence was threatened they would provide assistance. Consequently, Hitler was delivered ultimatums by both nations to withdraw his forces from Poland – when this demand was ignored, both France and Britain declared war on Germany on 3 September.

Military assistance to Poland from both nations was sparse and following Germany's success, Western Europe was drawn into a stalemate known as the 'Phoney War', where ground and air forces were involved only in limited

skirmishes – although the war at sea was fully waged by both sides from the outset.

But this was not to last. As the spring of 1940 approached, Hitler and his generals planned a lightning assault of France and the lowlands, intending to exploit speed and mobility to quickly smash through the Netherlands and Belgium and into France. This would avoid becoming bogged down in a static war centred around France's extensive network of modern border defences, thus repeating the grim outcome of the First World War. But the military might of France was impressive – over 2.2 million soldiers made up the active and reserve divisions of the French army, with more troops stationed on the border with Italy and garrisoned across the French colonial empire. A concerted effort to expand and modernize the French fleet had also resulted in one of the largest and most potent navies in the world.

Germany's plan hinged around rapid action and seizing key objectives before France's massive military might could be mobilized. The campaign lasted only six weeks and in a few masterfully executed operations, saw Germany eliminate one of the world's key political players. But, despite popular myths which have materialized in the interim, this six week campaign was far from easy and, despite being abandoned and betrayed by a weak government and the ineffective upper echelons of their own military, the front line French soldiers suffered massive casualties as they stoically dug their heels in and, in many areas, fought to the last man.



A venerable FT-17 tank supports French Infantry

INTRODUCTION



The Great War of 1914–1918 was supposed to be the war to end all wars, proving to the entire world what the real capabilities were of the technology generated from the arms race of the late 19th and early 20th centuries. In four years, France had suffered approximately 1.7 million deaths and, consequently, the appetite for war was at an absolute low during the 1920s and 1930s. Likewise, Great Britain had suffered some one million fatalities that induced a great anti-war sentiment amongst its population. Germany, whose death toll numbered between 2.2 and 2.8 million, not only suffered greatly from the devastating losses of human life but also saw crippling restrictions placed upon its economy and loss of territory following the cessation of hostilities.

The Allied sentiment of squeezing Germany ‘until the pips squeak’ at the Treaty of Versailles was, in many ways, the origin of the Second World War and with it the Battle of France in 1940. Germany was not invited to the peace talks and so was wracked by severe financial reparations that contributed to the colossal problems with hyperinflation during the 1920s. The German people were beginning to lose faith in their socialist government. Added to this was Article 231, which specified:

“The Allied and Associated Governments affirm and Germany accepts the responsibility of Germany and her Allies for causing all the loss and damage to which the Allied and Associated Governments and their nationals have been subjected as a consequence of the war imposed upon them by the aggression of Germany and her Allies.”

This blow to Germany’s honour would see elements across the nation’s society rallying together in a unified front against what would become known as the ‘War Guilt Clause’. The opposition to this was most vehement in the right wing political parties. Adolf Hitler’s rise to power in the 1930s saw increasing militarisation as Germany prepared to take back what many felt was rightfully theirs, and to avenge the humiliation of the Treaty of Versailles.

As Hitler delayed French and British politicians with mistruths about his true intentions, the growing might of the German military prepared for all-out war. In March 1938 Hitler annexed Austria into Nazi Germany. Czechoslovakia was soon to follow. Frantic peace talks across Europe were attempted. The memories of the Great War were still fresh and very little appetite for war existed in most nations. On 1 September, 1939 Germany invaded Poland and with declarations of war from Britain and France being issued two days later, Europe was once

again plunged into bloody conflict.

French troops began massing along the Franco-German border as battle raged across Poland. On 10 September the first major units of the British Expeditionary Force arrived on the continent and moved to reinforce the line at the Franco-Belgian border. In an effort to assist the Polish by diverting German forces away from the campaign, a plan was formulated involving a French offensive into the Saarland region of Germany, commencing on 7 September. The German border was fortified by the Westwall, or 'Siegfried Line' as it was known in Britain. The French offensive would sweep through the defensive positions, capitalising on the minimal defensive manning left behind as the bulk of the German military was concentrated on the Polish offensive. Led initially by light reconnaissance units, eleven French divisions advanced across the border and into the 'Rote Zone', an area west of the Westwall from where some one million German civilians had been evacuated. They met only minimal resistance, but were slowed considerably by minefields and destroyed bridges left in their path. Further delayed by the lack of air support, problems with mobilisation of armour and artillery and perhaps lulled into a false sense of security by the near absence of opposition, the French offensive into the Saar region very quickly began to lose momentum and slow down. By 12 September French forces reached the peak of their territorial gains – a mere five miles into Germany but still some distance from the Westwall. On the same day the Anglo-French Supreme War Council met and decreed that there would be no further advances into Germany. French Commander-in-Chief General Maurice Gamelin stretched the truth significantly, telling his Polish Allies that French units had broken through the Siegfried Line.

The Soviet Union invaded Poland on 17 September and despite a brave defence pitted against heavy odds, Poland capitulated to Germany and the Soviet Union on 6 October. By this point the French forces in the Saarland region had already begun a slow retreat back to their own border, their rear-guard harried by German forces as it fell back. Gamelin described the entire anti-climax of the ineffective Saar offensive as nothing more than a 'little test'. With Allied troops now established along the borders facing their German opposition and Poland divided between Germany and the Soviet Union, the initial dynamic movements of the Second World War in Western Europe died down to nearly nothing. The Phoney War had begun.

THE PHONEY WAR



THE PHONEY WAR

Whilst war waged in earnest for the Royal Navy and Kriegsmarine, the armies and air forces of Western Europe were involved only in defending their positions and testing the resolve of their enemies. Aircraft flew small numbers of reconnaissance sorties over enemy territory or dropped propaganda leaflets in an attempt to demoralise civilian populations. Troops facing each other from their defensive positions along the ultramodern French Maginot Line defences, and the rather more hastily constructed Westwall, would only occasionally encounter enemy forces when reconnaissance patrols clashed. Aside from isolated border skirmishes, both sides were dug in for the winter as plans were prepared for spring.

SCENARIO 1: RECONNAISSANCE PATROL CLASH

With international news now dominated by actions at sea and the Winter War between Finland and the Soviet Union, the situation along the borders of France and Germany is not what either side had expected. Occasional bombing raids are launched across the English Channel against shipping or coastal targets, but for the troops stationed along the Maginot Line and Westwall, reconnaissance patrols are the closest thing to actual war fighting.

Nonetheless, during the seven month period of the Phoney War, following the Saar offensive there were occasional skirmishes along the front lines. German army losses during the Phoney War amounted to just under 4000 dead, wounded, and missing. Forces from both sides were keen to keep a sharp eye on their adversaries.



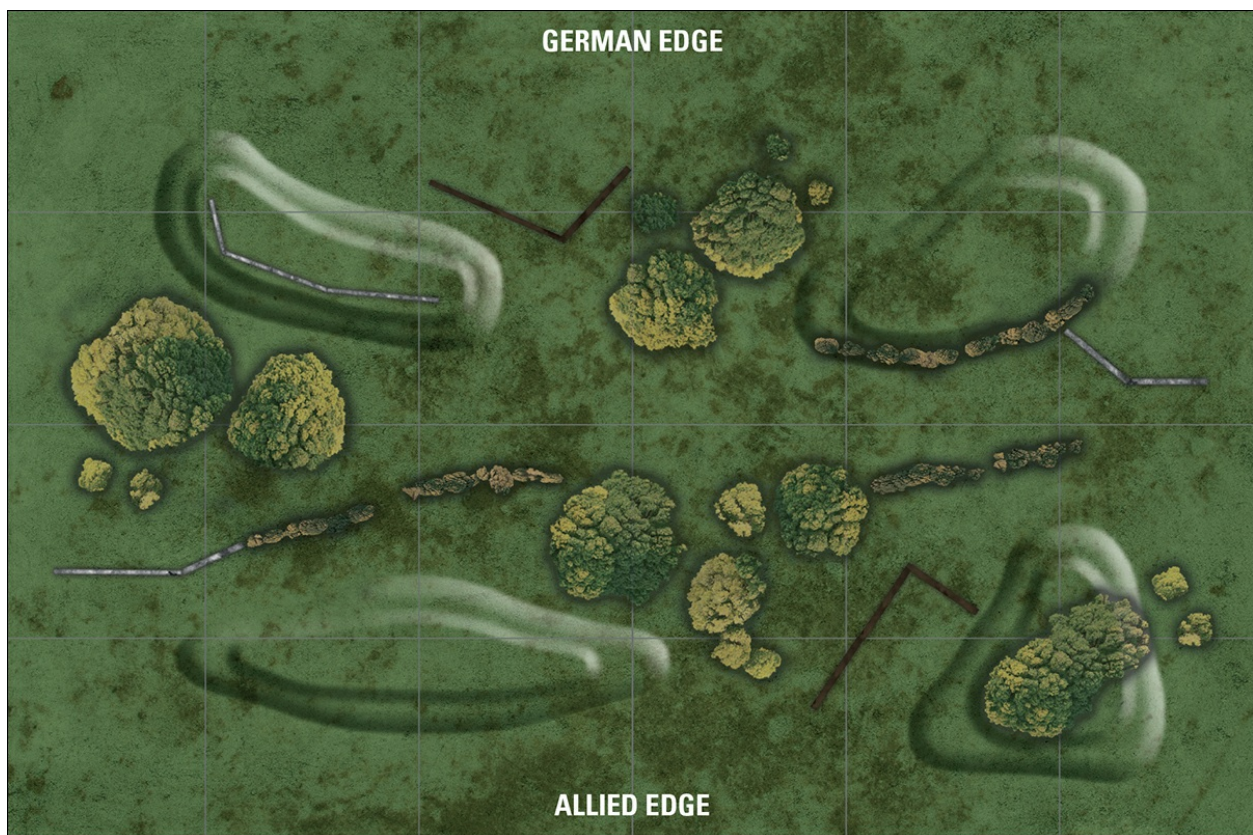
French infantry and armour advance

FORCES

This scenario is designed to be played with equal forces. French reinforced platoons are chosen from the Phoney War 1939–40 list on page 33 of the

Armies of France and the Allies book whilst German reinforced platoons are taken from the 1939 – The September Campaign list on page 81 of the *Armies of Germany* book. This scenario represents lightly equipped reconnaissance forces and so no flamethrowers, artillery, or vehicles can be selected. French national rules cannot be used in this scenario.

Reconnaissance patrols were, for the most part, made up of small forces who could move quickly and stand a good chance of remaining undetected. With this in mind, it is recommended that this scenario is played with a maximum of 500 points on each side to reflect a small engagement.



Scenario 1: Reconnaissance Patrol Clash

SET-UP

This scenario is played on a 6' x 4' gaming surface. Scenery should be exclusively rural: sweeping hills with three to four areas of forest terrain in each half of the board. Hedgerows, dry stone walls, and farm fences may also be used but should be spread evenly between the two halves of the table.

DEPLOYMENT

Both players begin the game off table. For both players, at least half of their forces must be designated as the first wave and deployed on the first turn. Any units not designated as in the first wave are held in reserve (see page 132 of the *Bolt Action* rulebook). Outflanking is not permitted.

SPECIAL RULES

RECCE

The primary goal of both forces is to discover as much information as possible about the enemy force they are facing. This includes strength, composition, and unit markings and to get this information relayed back up through their chain of command. Any officer unit or Intelligence unit (as described [here](#), [here](#), and [here](#) of this book) will identify pertinent details of any enemy unit that they can draw line of sight to within 24", which is in the open or behind soft cover, at the end of a turn. Enemy units may be simultaneously identified by multiple officer units or Intelligence Squads (see victory conditions below).

PRISONERS

A captured enemy soldier is worth his weight in gold to HQ. If either player defeats an enemy unit in assault, roll a die for each enemy model removed as casualties during the assault. In the case of officer units or Intelligence sections, roll different coloured dice for officers as they are worth more victory points (see below). If any 6s are rolled, an enemy soldier has been captured alive. Add one enemy soldier model to the victorious unit (ideally one without a weapon and his hands in the air!). Note that the captured soldier does not count as a member of the unit for morale checks or any other rules which are based on the number of models in the unit. Two soldiers are required to keep an enemy soldier subdued and restrained under fire. The player must select two models which cannot operate their weapons every time the unit fires. Players cannot deliberately target their own captured models within an enemy unit. Each unit may only capture one enemy soldier at a time. If a unit with prisoners is wiped out the prisoners are removed from the game as casualties and do not confer victory points, having escaped or been killed in the fighting.

TOP SECRET

WALTHER P38

The most famous and iconic German handgun of the early 20th century is no doubt the Luger P08 9mm. This robust weapon was a veteran of the First World War and a highly prized war trophy for Allied soldiers. However, the Luger P08 was an expensive weapon to produce and prone to clogging and accidents in dirty conditions, so a replacement was sought in the 1930s. Carl Walther, who had just been successful with his PP and PPK pistols, modified an unproduced design from Hungarian Pal Kiraly by changing the delayed blowback bolt and using his own trigger design. The double action trigger set the standard for many handguns in use today. Other features such as a decocking safety lever and rebounding hammer marked it out from other contemporary handguns.

The new features made the Walther handgun significantly more reliable than the Luger and, constructed from sheet steel stampings, it was still some 20% cheaper. Chambered in the same 9x19mm Parabellum ammunition for the German military, it was accepted in 1938 as the Walther P38 and issued to front line units beginning the following year. Over 1.2 million P38s were manufactured by three factories, including a subcontract to Mauser who had produced the Luger. Post-war, another 600,000 P38s and their civilian variants were manufactured until 2000, with the German military continuing to use this reliable weapon in its P1 variant until 1994.

NIGHT FIGHT

Reconnaissance missions were often planned after dark to give the unit a better chance of remaining undetected. Before the game begins, roll a D6 and consult the Night Fighting Scenarios table on page 220 of the *Bolt Action* rulebook to determine the light conditions.

OBJECTIVE

Both players are attempting to discover as much as possible about the enemy units they are facing, either by visually identifying them or by capturing enemy prisoners. With orders to hold position and conserve strength for the spring, both players are also attempting to minimise their own casualties.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Both players score one victory point for each enemy unit destroyed. Both players score one victory point for every two enemy units that have been identified by a surviving officer or Intelligence unit. Whilst enemy units can be identified by more than one officer unit, a unit is only counted once for the purpose of victory points (e.g. if three officers identify the same enemy unit, it still only counts once). Any prisoners taken by a unit that survive to the end of the game are worth three victory points each; captured officers (including Intelligence Officers) are worth five victory points. If either player uses a war correspondent, he may claim one victory point for a propaganda victory (see [here](#)).

THE AFTERMATH

The Phoney War was imperative for both sides to prepare for the full-blown conflict that was drawing rapidly closer. German forces had been stretched thin by the campaign in Poland and losses had been costly. No definitive source exists but estimates generally agree on 40,000 to 50,000 dead, wounded, and missing. The Allies, meanwhile, continued to reinforce their defensive positions and bolster their air power that formed such a vital part of that defence. Whilst both sides continued the build-up for the next stage of the war, planning continued for spring.



German Army 5cm granatenwerfer team

FALL GELB



FALL GELB

Whilst the Phoney War dragged on through the winter and into the spring of 1940, Hitler's plans for the conquest of Western Europe were developed. *Generalleutnant* Erich von Manstein, a veteran infantry officer who served on both the Eastern and Western fronts during the First World War, took the lead in developing a plan for the defeat of France and the Low Countries. The plan saw many evolutions but perhaps the greatest changes came about after contributions made by inter-war tank pioneer *Generalleutnant* Heinz Guderian.

The Manstein Plan was centred on three separate Army Groups that would carry out a coordinated, lightning assault across the French, Belgian, and Dutch borders. Army Group B under the command of General von Bock was situated on the northern most front, using 29 Divisions to draw the bulk of the French and British opposition in to face them. To the south, Field Marshal von Rundstedt's Army Group A would utilise its 45 Divisions along a line extending south from Liege, carrying out a rapid advance to sweep south of Army Group B and encircle the Allies to cut off the British supply lines from the Channel ports. This also involved the pioneering use of fast tanks to punch through the Ardennes region – a feat considered impossible by the Allies due to the terrain. To the south again was Army Group C consisting of 18 Divisions under the command of *Generaloberst* Wilhelm Ritter von Leeb, who spoke out against the plan. Army Group C would carry out holding actions against the Maginot Line and prevent any Allied attempts to flank the main German attack to the north.

Meanwhile, for French staff officers the dangerous game of predicting German intentions was afoot. The possibility of a repeat of the First World War's Schlieffen Plan – a large offensive through Belgium and northern France to quickly take Paris – was discussed, but deteriorating relations between France and Belgium led to poorly coordinated defensive preparations. After several possible lines of defence were discussed, Gamelin initiated Plan E – a defence running through Belgium from Zeebrugge on the North Sea coast down Ghent and Tournai. On 10 January, a German Bf108 transport aircraft crash-landed in Belgium on-board was a staff officer with the plans for the invasion of the Low Countries. This further cemented the idea that the main thrust of the German

attack would come through Belgium.

In March, Gamelin changed the defensive strategy and adopted the Dyle Plan – to advance further into Belgium and adopt a defensive line along the Dyle River. This placed General Giraud's 7th Army to the north with Lord Gort's British Expeditionary Force to the south of them. Next along the line was General Blanchard's 1st Army, General Corap's 9th Army and finally General Huntziger's 2nd Army who would link the line to the static defences of the Maginot Line along the French border. France's best and more mobile troops were positioned to the north alongside the BEF to face what the Allies believed would be the brunt of the German assault. The less experienced French soldiers held the south, but with the Ardennes being considered impenetrable, the Allies were confident of their defensive strategy.



Belgian and French forces clash with their German adversary

BATTLE BEGINS

At 3am on 10 May 1940, the German government informed the Belgian and Dutch governments that their countries were to be occupied imminently, allegedly to prevent the western Allies from carrying out the same plan. Sixteen thousand German airborne soldiers were dropped in Belgium and Holland to seize and hold key objectives, such as transport hubs and bridges. Also captured was the strategically vital fortress at Eben Emael (see *Germany Strikes!* page 51) –

a modern fortification housing 120mm and 75mm gun emplacements with a commanding view of surrounding territory. A small group of glider-borne German soldiers were able to neutralise this objective, ensuring the main German advance of some 135 divisions was allowed to continue towards the French border.

General Gamelin gave the order to initiate the Dyle Plan at 0700. As Giraud, Gort, and Blanchard moved their forces into Belgium and Holland, believing the German assault was proceeding exactly as predicted, Generals Corap and Huntziger took positions to the south around the Ardennes and Meuse. German forces made rapid gains as panzer divisions and motorised infantry quickly advanced through Belgium and Holland. Operation *Niwi* – the airlifting of two companies of German soldiers to the Nives and Witry areas with 98 Fieseler Storch planes – saw men of the III / Grossdeutschland Infantry Regiment attacking Allied defences and blocking communication lines ahead of the main push from the panzer divisions. The first Nives group did not arrive at the designated rendezvous point, but the second group did manage to arrive and built roadblocks and fought French tanks. The other group fought *Chasseurs Ardennais* at Witry with 19 losses on the German side.

SCENARIO 2: THE FIRST DAY

As German forces swept across the border, *5e Division Légère de Cavalerie* (DLC) faced German armour in the Neufchateau-Libramont-Bastogne region as well as the more lightly armed infantrymen of Operation *Niwi*, whilst Belgian *Chasseurs Ardennais* stood their ground east of the River Ourthe against a motorcycle battalion of Erwin Rommel's 7th Panzer Division. With France's best troops moving forward to intercept the German advance alongside the British Expeditionary Force in the north, the less experienced French soldiers of Huntziger's 2nd Army engaged German forces in a valiant attempt to stall the offensive.

FORCES

The German player has a 10% point advantage over the Allied player (e.g. 1,000pts vs 1,100pts). Allied reinforced platoons are chosen from either the Battle of France 1940 list on page 34, the Battle of Belgium Reinforced Platoon on page 52, or the Battle of the Netherlands Reinforced Platoon on page 63 of the *Armies of France and the Allies* book. French units cannot be Veteran. German reinforced platoons are taken from the 1940 – The Battle of France on page 82 of the *Armies of Germany* book or, if the Allied player takes a French force, the Infantry Regiment 9 – Potsdam (see [here](#)).

SET-UP

This scenario is played on a 6' x 4' gaming surface. Scenery should be predominantly rural: shallow foothills with isolated farm buildings and copses of trees spread evenly across the battlefield. A narrow, single-track road runs along the centre of the table from long edge to long edge.

DEPLOYMENT

The Allied player begins with at least half of his forces set up within 12" of his table edge. The remainder of his forces are held in reserve (see page 132 of the *Bolt Action* rulebook). The German player starts with all his forces off table and

must designate at least half of his units as the first wave. The remainder are held in reserve. No outflanking may be attempted.



French anti-tank gunners of the 2nd Army engage German panzers

SPECIAL RULES

AMBUSH

Any deployed Allied unit may begin the game in *Ambush*.

DUG IN

Allied units that begin the game on the table may be Dug In using the rules [here](#) of this book.



Scenario 2: The First Day

PREPARED DEFENCES

The Allied player receives two minefield sections, using the rules [here](#) of this book, which can be placed anywhere on the board.

AIR SUPERIORITY

The German player receives one free Regular air observer. The Allied player may not use air observers in this scenario.

OBJECTIVE

Allied forces are attempting to delay the German advance for as long as possible. German forces must break through the thin line of Allied defenders and continue the drive to the west.

FIRST TURN

The battle begins. During turn 1, the German player must move their entire first wave onto the table. These units can enter the table from any point along the German player's long table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The Allied player claims two victory points for each enemy unit destroyed, and one victory point for each enemy unit which has not advanced into his half of the table by the end of the game. The German player claims one victory point for each enemy unit destroyed and two victory points for each unit that has moved off the enemy table edge before the end of the game.

THE FIRST DAY – A MINI CAMPAIGN

By linking scenarios 1 and 2 of this book, players can recreate the vital opening day to the battle in a mini campaign.

Scenario	Detail
1 – Reconnaissance Patrol Clash	Scenario 1 is played to represent a pre-invasion reconnaissance carried out by German forces. If the German player wins, the successful gathering of intelligence results in a more efficient disposition of forces. A German victory results in the German player being granted +10% to his points allowance for the next scenario.
2 – The First Day	The initial breakthrough of the assault: Scenario 2 is played as normal. An Allied victory results in the Allied player winning the mini-campaign at this point.
2 – The First Day	German forces have broken through and reinforcements are flooding through the hole punched in the defences. However, the Allies have now had some time to respond. Scenario 2 is played again as the Germans reach the second line of defences, but this time the Allies have a +10% point allowance.

If the Allied player stops the German advance by winning the first run through of scenario 2, the mini campaign is an Allied victory. Otherwise, the results of scenario 3 (i.e. the second play through of The First Day) determines who has won the mini-campaign.

THE AFTERMATH

2 DLC fought a brave delaying action, but Guderian's panzers pushed the cavalymen back across the River Semois during the afternoon. Further delaying actions also resulted in retreat throughout the afternoon and evening, but the orderly withdrawals were severely hampered by some 25,000 fleeing civilians blocking the main roads in the area. Gamelin had already denied permission to French aircraft to bomb advancing German formations for fear of Luftwaffe reprisals from the air. British Air Marshall Barratt had no such concerns and 32 Fairey Battle light bombers were sent to attack the advancing German armour and infantry; 13 were shot down by German fighters and AA fire.

By the end of the first day, German forces had captured Maastricht after a successful push through Holland. The lead elements of Operation *Niwi* had successfully beaten back attacks by Belgian armoured cars and the elite *Chasseurs Ardennais* but were eventually dislodged by French tanks. By the end of the first day, rugged defensive actions by Belgian and French forces had slowed the German advance in the Ardennes, but had failed to halt it.

TOP SECRET

THE FIRST DAYS – A FRENCH PERSPECTIVE

Capitaine Denis Barlone was a French army officer who kept a diary of his experiences during the Battle of France. He would later go on to serve in the Free French army. The evening of 9 May was spent like many other evenings during the Phoney War; Barlone dined with his comrades in the Officers' Mess, living well on truffled-fowl and *lobster a l'americaine*. He played bridge until 1am and at 3am recalled being awoken by intense aerial activity in the skies above. At 5am, his unit was placed on alert as news filtered through that Holland and Belgium had been invaded.

After receiving orders to mobilise, his unit passed through the town of Valenciennes which had been heavily bombed. The French soldiers were warmly welcomed upon entering Belgium, and Barlone noted in his diary that the French army inspired 'absolute confidence' in their Belgian neighbours. Much talk was made of treachery and Fifth columnists but Barlone and his comrades believed nothing of the fantastic rumours regarding the lightning German advances and defeat of Allied fortifications, putting them down to rumours spread by spies – even if his diary also recorded a worrying amount of

refugees already heading west.

By 14 May, news had reached the French soldiers that the Dutch government had already fled to England. Barlone wrote that in a fight against the Belgians and Dutch, anything could happen, but when the Germans met the French army the 'party (would) soon be over'. The next day, Barlone continued to write about the worrying increase of refugee traffic. Relations between the Belgians and French were breaking down as French soldiers accused the Belgians of poor preparation and a lack of proper defensive positions. By 16 May, Barlone and his men were in direct action against the German attackers.



French Army anti-tank rifle team

TWO DAYS FROM THE MEUSE





Blitzkrieg – German forces advance at pace

The 5th and 7th Panzer Divisions continued their advance through the Ardennes towards Dinant, whilst the 6th and 8th Panzer Divisions closed with Montherme and Nouzonville. To the south, Guderian's 1st, 2nd, and 10th Panzer Divisions made rapid progress towards Sedan. Much of the Allied defence was still engaged in the north, defending against German advances through Holland and Belgium. Meanwhile, the vital air war above was also going badly for the Allies, with a steady stream of British and French bombing attacks against German forces receiving crippling casualties from German fighters and heavy AA fire.

The difficult terrain of the Ardennes caused delays to the lead elements of the German Panzer Divisions on 11 May, but engineers were able to keep columns moving with rapidly constructed bridges. The 1st Panzer Division punched its way through the French 5 DLC who were forced to retreat back over the Semois. To the north, General Gort's BEF had reached their predesignated positions along the Dyle and dug in. In Holland, the Dutch army had been

forced all the way back to Rotterdam. News of the fall of Eben Emael spread panic amongst Allied forces. By the morning of 12 May, it was still unclear to Allied commanders that the main thrust was coming through the Ardennes, and quickly.

The Dutch withdrawal continued throughout 12 May. Belgian army units fell back across the Dyle to link with British forces. On the same day, British bombers flew 140 sorties and lost 24 aircraft, whilst French bombers flew 30 sorties and lost nine. That afternoon an attempt was made by elements of the 31st Panzer Regiment to cross the Meuse at Yvoir. The explosive charges which were made ready by Belgian defenders failed to detonate, until a brave but fatal run was made by a Belgian officer to manually set them off. German forces now had control of the east bank of the Meuse.

In the darkness of the night of 12/13 May, soldiers of Rommel's 7th Motorcycle Battalion discovered an old weir near Houx, which allowed them to cross the Meuse under the cover of darkness. The main bulk of Rommel's force would still require a proper bridge to cross, but with French units dug in on the western banks and German soldiers advancing through the darkness, Rommel had a plan to secure his area of the Meuse.

TOP SECRET

GENERAL ERWIN ROMMEL

Born in Heidenheim, Germany on 15 November 1891, Erwin Rommel was the third child of a junior artillery officer who became a school teacher. Rommel joined the army at the age of 18 as a *Fähnrich* (officer candidate) and was commissioned as an infantry officer in 1912. During the First World War he fought on the Western Front, and in Italy and Romania and was awarded the Iron Cross. From 1915 he was a company commander in the *Württembergischen Gebirgsbat*, fighting the Italians in the mountains. For his actions he was awarded the *Pour le Merite*, and finished the war as a *Hauptmann* (Captain). He remained with the army during the interwar period, carrying out a succession of instructional, administrative, and peacekeeping duties. After steadily climbing the ranks and only days before the German invasion of Poland, Rommel was promoted to Major General and *Chef der Führerhauptquartiers* during his tenure commanding the *Heer Begleit-Bataillon des Führers*. (Not to be confused with *SS Führerbegleitkommando* – Hitler's personal guard.) In 1937, Rommel's book *Infanterie greift an* (Infantry Attacks) was published, describing Rommel's aggressive infantry tactics gleaned from his experiences in the First World War.

After successfully lobbying for command of a Panzer Division, Rommel took charge of the 7th Panzer Division for the Battle of France, for which he was awarded the Knight's Cross in May 1940. He shot to international fame in the North African campaign from 1941–1943 where his *Deutsches Afrika Korps* carried out a series of lightning offensives across the desert. He was eventually defeated by the British at El Alamein and served in Italy for a year before taking command of the Atlantic Wall defences in 1944. Rommel was forced to leave his command after he was wounded on 17 July 1944, when a Spitfire attacked his staff car, leaving him with multiple skull fractures. After the July Stauffenberg bomb plot attempt to assassinate Hitler, Rommel was implicated and charged. He denied the accusations but was nonetheless forced to commit suicide by taking cyanide, both to safeguard his own family and so that the national and much beloved hero of the Wehrmacht could be seen by the German public to have died of a 'heart attack' – a loyal German soldier to the end. A dynamic, and often abrasive, leader who sometimes earned the contempt of his officers, he was nonetheless idolised and loved by his fighting men.

General Rommel can replace the '0–1 Captain or Major' option in Scenarios 3 and 5 of this book. He can also replace the same option in the generic Reinforced Platoon Selector or any of the following Theatre Selectors for standard scenarios: From Armies of Germany: 1940 – The Battle of France, 1941–42 – Rommel Triumphant, 1942–43 – Rommel's Defeat and from *Germany Strikes!*: 1940 Panzer Division

Cost	180pts (Veteran)
Composition	1 officer and up to 2 other men
Weapons	Submachine gun, pistol, or rifle as depicted on the model
Options	- Rommel may be accompanied by up to two men at a cost of +13pts per man
Special Rules	- Rommel is treated as a Major in terms of morale bonuses and the 'You men, snap to action' rule. - Anti-tank specialist: Any anti-tank gun artillery unit within 6" of Rommel may reroll their rolls to hit when firing against tanks (i.e. any fully tracked vehicles for the purpose of this rule).



Krisis Arras – Rommel directs the fire of anti-tank and anti-aircraft guns by Peter Dennis © Osprey Publishing taken from Campaign 264: Fall Gelb (1)

SCENARIO 3: CROSSING THE MEUSE

During the night of 12/13 May, the 7th Motorcycle Battalion was the first German unit to cross the Meuse. Behind them, *Oberst* Fürst's 6th Schützen Regiment were the next to cross and reinforce their positions. Meanwhile, two battalions of the 7th Schützen Regiment were attempting to cross the Meuse a little further south, near Dinant. The Allied defensive positions were substantial. The northern crossing at the weir faced dug in units of the French 2/39 Infantry Division, whilst the Dinant crossing was defended by lines of bunkers and pillboxes manned by Belgian *Chasseurs Ardennais* and units from three infantry regiments. Behind all of this, French artillery batteries had been established on the high ground to the west. With no air support at night and limited armour and artillery support, Rommel had a real hurdle to overcome.

FORCES

This scenario is designed to be played with forces of equal size. Allied reinforced platoons are chosen from either the Battle of France 1940 Reinforced Platoon on page 34 or the Battle of Belgium Reinforced Platoon on page 52 of the *Armies of France and the Allies* book. German reinforced platoons are taken from the 1940 – The Battle of France on page 82 of the *Armies of Germany* book or the Krafradschützen Reinforced Platoon Theatre Selector (see [here](#)).

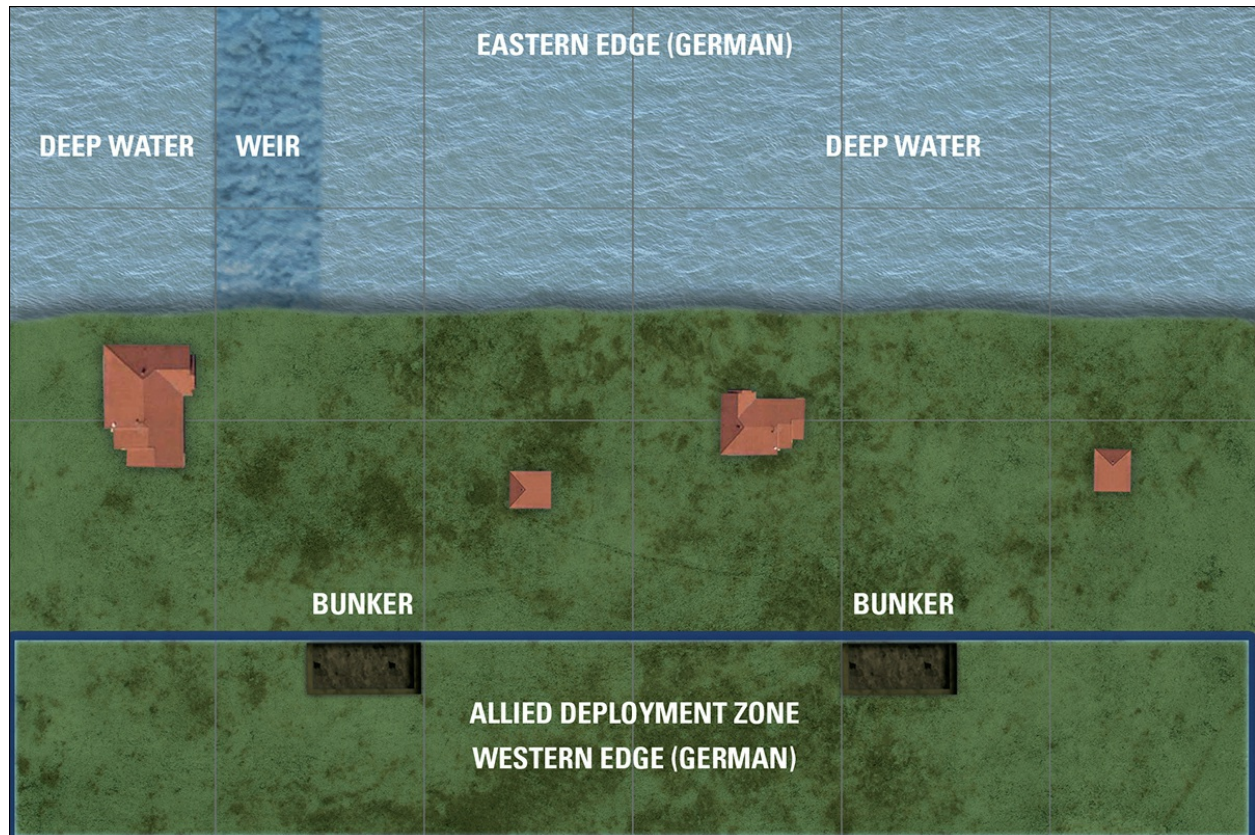
SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long edges being designated the east and west edges. The first 18" of the eastern table edge are deep water (see special rules [here](#)). 12" from the northern table end, a weir or low dam runs straight across the river. A few isolated buildings should be placed 6–12" from the western river bank. The Allied player may place two bunkers within 12" of his table edge.

DEPLOYMENT

The Allied player begins with at least half of his forces set up within 12" of his

table edge. Up to one unit may begin the game inside each of the bunkers in the Allied set-up area. The remainder of his forces are in reserve (see page 132 of the *Bolt Action* rulebook). The German player starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve. No outflanking may be attempted.



Scenario 3: Crossing the Meuse

SPECIAL RULES

NIGHT FIGHTING

The opening moves of Rommel's Meuse crossing took place at night, so the Night Fighting rules detailed on page 219 of the *Bolt Action* rulebook are used.

THE WEIR

The Weir may be used as a river crossing, but counts as Rough Ground. Only one unit per turn may move onto the weir from either end, and units may not overtake each other once on the narrow weir. The weir should be no more than

2" wide and is only suitable for infantry to cross.

BOATS

The German player may purchase one Regular boat (see [here](#)) for each two infantry units in his force.

ARTILLERY SUPPORT

The Allied player receives one free Regular artillery observer.

OBJECTIVE

Allied forces are attempting to stop the German river crossing. German forces must establish a foothold on the western side of the river.

FIRST TURN

The battle begins. During turn 1, the German player must move his entire first wave onto the table. These units can enter the table from any point along the German player's long table edge, and must be given an *Advance* order as they will be entering either along the weir or via boat.

Note that no order test is required to move units as part of the first wave.



French Army cavalryman

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The Allied player claims two victory points for each enemy unit destroyed. The German player claims one victory point for each unit that has crossed the river before the end of the game. Boats do not count as units for the purposes of victory points, either if destroyed by the Allies or if crossing the river by the end of the game.

THE AFTERMATH

The early hours of 13 May saw the men of the German 6th Schützen Regiment attempting to cross the Meuse in rubber boats, but their progress was severely hampered by a steady stream of fire from the French soldiers on the west bank. Personally overseeing the river crossing, Rommel ordered several houses to be set alight to provide a smoke screen for his troops to cross under. He also issued commands to the units of the 7th Motorcycle Battalion who had already crossed at the weir to engage and defeat the Allied defenders. However, Allied resistance proved to be dogged and the river crossing still proved to be impossible. After liaising with Divisional Headquarters, Rommel arranged for artillery support and tanks. With Panzer IIIs and Panzer IVs providing fire support in addition to the artillery, which was now raining down on the Allied defenders, the crossing began with Rommel in one of the first boats. A 16-ton pontoon bridge was erected by German engineers and by dawn, 15 tanks had crossed to the west side of the river. The German Army had crossed the Meuse.

THE GREAT FEINT



Meanwhile, to the north, German forces continued their relentless advance through Belgium in the wake of the successes at Eben Emael and other key strongpoints. General Rene Prioux, commanding officer of the Cavalry Corps of the French First Army, was given orders to keep German forces from advancing west past a line running from Wavre to Gembloux and then further south to Namur, known as the Gembloux Gap. This would buy time for French soldiers of General Blanchard's First Army to dig in along this line. However, Prioux had been informed that Belgian defenders had relocated a key system of anti-tank barricades further east than agreed, and that air support for his 415 tanks would be minimal. After voicing his concerns to General Billotte, the officer coordinating French, Belgian, and British forces in Belgium, it was agreed that Prioux's tanks would only need to hold the German advance at bay until 14 May – two days of stalling until French infantrymen could dig in and establish their defensive positions. The bulk of the French armour was made up of the modern, highly effective Somua S35 tank and the lighter Hotchkiss H35.

The German plan, meanwhile, was to continue to convince the Allied defenders that the main thrust of the assault was coming through the north to distract attention from the lightning advances through the Ardennes. The German advance towards the Gembloux Gap was spearheaded by the 3rd and 4th Panzer Divisions, having over 600 tanks between them. The majority of these were the light Panzer I and Panzer II tanks which would be hopelessly outclassed by French Somua 35s. However, 82 of the heavier Panzer IIIs and 50 Panzer IV tanks were still available across the two Panzer Divisions. With Panzers rapidly advancing westward towards Prioux's Cavalry Corps, the stage was set for a clash which over the next two days would be the largest tank battle in history up to that point.



A French tank commander scans the surrounding countryside

SCENARIO 4: THE BATTLE OF HANNUT

The initial actions on 12 May between the 3rd and 4th Panzer Divisions and Prioux's Cavalry Corps saw the French suffering significant losses as German forces advanced towards the Belgian municipality of Hannut. Several lines of French defence slowed the German assault but each was defeated in turn, either retreating or becoming encircled. The fighting continued into the evening of the 12th with a determined French defence halting the German advance dead in its tracks. On the morning of the 13th, whilst German forces were attempting to cross the Meuse to the south, the 3rd and 4th Panzer Divisions continued their attempts to tie up the French First Army and prevent them from moving to interfere with the Meuse crossing.

The next morning, waves of German infantry with armour support crashed against the French defenders of the 2DLM and 3DLM, and eventually broke through. In the early hours of the morning, a relief force from the 2DLM was dispatched from Mehaigne in an attempt to break through to the battered French defenders.



German Panzer 35t

FORCES

This scenario is designed to be played with forces of equal size. French reinforced platoons are chosen from the French DLM list [here](#). German reinforced platoons are taken from the 1940 Panzer Division list [here](#) but may not include any Panzer 35(t)s or Panzer 38(t)s.



Scenario 4: The Battle of Hannut

SET-UP

This scenario is played on a 6' x 4' gaming surface. The game is played across the length of the table and the table is divided into four zones of unequal size. Starting from the French relief force entry edge, Zone 1 measures 3' in, i.e. the half way point, and is the German set up zone. Zone 2 measures 18" from the edge of Zone 1. Zone 3 is made up of the final 18" of the table and is the French Defenders' set up zone. A single, narrow track road runs across the table from short table edge to short table edge. The terrain is predominantly rural with hills, copses of trees and a few isolated farm buildings.

DEPLOYMENT

The French player must set up half of his units (rounding up) in Zone 3. The remainder begin off the table and are the French relief force. The German player starts with all of his forces in Zone 1. No outflanking may be attempted.



German Panzer IB

SPECIAL RULES

PREPARATORY BOMBARDMENT

The German player receives a preparatory bombardment as described on page 131 of the *Bolt Action* rulebook.

DUG IN

French infantry units that begin the game on the table may be *Dug In* using the rules [here](#) of this book.

AIR SUPPORT

The German player receives one free Regular air observer.

STAND AND FIGHT!

The French defenders' intentions are to hold their ground and not give an inch to the German invaders. As a result, any French unit which begins the game in Zone 3 as a defender does not need to be provided with a transport vehicle or tow, even though this is normally compulsory for the Theatre Selector used in this scenario.

TOP SECRET

CAPORAL-CHEF LOUIS BRINDEJONC

Louis Brindejonc was an NCO in command of a machine gun team before taking charge of an anti-tank gun crew. His team of five men crewed a 25mm SA34 anti-tank gun during the German invasion of France, as part of the support company of I/2e RTM (1st Battalion, 2nd Moroccan Tirailleurs Regiment). His unit was deployed between Ernage and Gembloux on 13 May, with Brindejonc's gun attached to a rifle company. In the early hours of the 14th, Brindejonc's assistant gunner woke the team to alert them of six approaching Panzers (probably Panzer IIs of the 4th Panzer Division).

Under Brindejonc's expert eye, the gun was quickly ranged in and disabled the first tank after three shots, with a second and third Panzer destroyed shortly afterwards. As the lead elements of the German assault, the attack stalled and the crew were congratulated by the rifle company commander, Capitaine Couston-Lemaitre, later that evening. The next day, after an intense aerial bombardment, the next wave of the German attack was led by 15 Panzer IIIs. Brindejonc's crew had only 15 shells remaining. Making their shots count, the AT gun crew destroyed or disabled four Panzer IIIs until a Fiesler Storch spotter aircraft located their gun and marked their position with smoke. Most of Brindejonc's crew were killed or wounded in the mortar strike which swiftly followed. Brindejonc was himself wounded shortly afterwards but a French counter-attack led by R35 tanks from 35e BCC ensured that the defensive line held.

Brindejonc was captured on 21 May and imprisoned in Silesia, but after two escape attempts was able to re-join his unit in Morocco in June 1941. He was later awarded a citation for his actions against the 4th Panzer Division and retired from the army as a *Capitaine*. He passed away in 2010 at the age of 92.

Brindejonc's Light Anti-Tank Gun counts as an artillery gun for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as an artillery gun for the Battle of France 1940 Theatre Selector in Armies of France and the Allies, although may only be used in Scenario 4 in this book.

BRINDEJONC'S LIGHT ANTI-TANK GUN

Cost	70pts (Veteran)
Composition	Caporal-Chef Brindejonc and 2 men
Weapons	1 light anti-tank gun
	- Gun Shield - Team Weapon - Fixed

Special Rules

- Resolute defenders: Brindejone's gun crew demonstrated a calm resolve in the face of overwhelming odds. They may ignore the effects of having one pin marker assigned to them, so any activation of the unit when only one pin marker is present results in this pin being shed automatically. Further pin markers act as normal (e.g. two pin markers still counts as two, and so on).



Caporal-chef Brindejone holds the German armour at bay

OBJECTIVE

The French relief force is attempting to break through to relieve the surrounded defenders. German forces must stop them.

FIRST AND SECOND TURN

The battle begins. The first turn is carried out as normal. From the second turn onwards, the French player may move any units of his relief force onto the table. These units can enter the table from any point along the French player's short table edge adjacent to Zone 1, and must be given an *Advance* or *Run* order. Note that no order test is required to move units as part of the relief force for the second turn only; if the French player elects to bring relief force units onto the table on the third or subsequent turns, an order test is required.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The French player claims one victory point for each enemy unit destroyed and three victory points for each unit of the relief force which ends the game in Zone 3. The German player claims two victory points for each enemy unit destroyed.

THE AFTERMATH

The Somua S-35s sent to relieve the encircled elements of the 3DLM were repulsed with heavy losses. By mid-afternoon, reports of German tanks to the southeast of Crehen signalled another French defeat. In some areas along the front line German units were now left to advance unopposed. Throughout the afternoon, large numbers of tanks engaged each other near Orp in what was up to that date the largest tank battle in history (see *Germany Strikes!* Scenario 8 – The Battle of Orp page 53). French tanks succeeded in neutralising some 160 German tanks (many of which were repaired within only a few days) for the loss of 120 of their own, but strategic victory lay with the Germans who both controlled the battlefield after the French retreat, and had succeeded in their objective of tying up French forces and preventing them from intervening against the main German push to the south. Less than a week into the German invasion of Belgium and France, the situation was already dire for the Allies.



The tank Battle at Hannut – defending Jandrain, 1420 Hours, 13 May 1940 by Peter Dennis ©
Osprey Publishing taken from Campaign 265: Fall Gelb 1940 (2)

THE FAILURE AT SEDAN



Whilst German Army Group B was locked in combat with the Allied defenders to the north, the main thrust of Army Group A continued to drive straight through the Ardennes. General Gamelin and the French High Command thought it was utterly impossible for a major attack to be staged through the Ardennes, which was why the defences in that area were so comparatively weak. The French defence of the River Meuse in the Sedan area fell to General Huntziger's 2nd Army. French units had already surrendered their best and most experienced soldiers to bolster other areas of the defensive line where a German attack was anticipated. Those inexperienced and elderly soldiers who remained were left to defend the Sedan area with minimal anti-tank and anti-aircraft weapons and grossly insufficient defensive installations such as bunkers, pillboxes, and minefields. The sorry state of affairs for the defenders was compounded exponentially by the critical decision to leave Sedan without any reserves – only a single division was on hand to support the entire Sedan area, and this division was placed 35 miles behind the lines with no motor transport.

Just after 7am on 13 May, an armada of German aircraft began the attack on the French defences around Sedan. Soldiers of the 10th Panzer Division crossed the Meuse at Sedan under fire from the French defensive positions held by the 55th Infantry Division, but the first line of ageing and inexperienced defenders was quick to surrender this strategically vital location. To the northwest, the 1st Panzer Division encountered stiffer resistance than anticipated after discovering that the earlier air attacks had failed to dislodge the French defenders. An entire day of assaults by infantry, engineers, tanks, and direct firing 88mm guns was required to finally overcome the defending bunkers and cross the Meuse. Further west still the 2nd Panzer Division were the last to begin their assault and found the French defences alert and waiting. However, with assistance from the 1st Panzer Division they too were able to begin crossing the Meuse during the night. With Huntziger failing to appreciate the severity of the situation or the urgent need to capitalise on the vulnerability of the German position during the Meuse crossing, a French counter-attack built around X and XXI Corps and including 300 tanks was planned. This counter-attack was executed at Bulson but failed, due in part to poor leadership and communications.

TOP SECRET

CAPTAIN PIERRE BILLOTTE

Pierre Billotte was the son of General Gaston Billotte, the French Commander-in-Chief of the 1st Army Group charged with the defence of the Belgian border. Pierre was born in March 1906 and graduated from the St. Cyr Military Academy in 1926. He saw service in the Far East and in Paris during the interwar period, and was commander of the 1st Company, 41st Tank Battalion by the time of the German invasion of France in 1940.

The town of Stonne was identified as a valuable strategic site, perfect for staging and mounting a French counter-attack against the advancing 10th Panzer Division. From his Char B1 named *Eure*, Billotte commanded his tanks and succeeded in destroying no fewer than 13 German tanks and two guns. His own tank was allegedly hit 140 times, a testament to the astounding survivability of the early war French tank.

Billotte was later wounded and captured, but escaped from his POW camp to the Soviet Union, where he acted as a French aide to the Soviet government from 1941–42. He then moved to London, where he became Charles De Gaulle's Chief of Staff. In 1944 he returned to his homeland at the head of his own armoured brigade, being personally involved in the liberation of Paris before then commanding the French 10th Division for the push eastwards.

After the war, Billotte headed the French military delegation at the United Nations and was instrumental in the establishment of NATO. He passed away in June 1992.

The rules below are repeated from the Tank War supplement. If you do not have this supplement then Billotte's Char B1 can still be used without the Skills, in which case it costs 299pts.

Billotte's Char B1 counts as a tank for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as a tank for the Phoney War 1939–40 and Battle of France 1940 Theatre Selectors in *Armies of France and the Allies*, although it may not be used in any of the scenarios in this book.

BILLOTTE'S CHAR B1 BIS

Cost	314pts (Veteran)
Weapons	One turret-mounted light anti-tank gun with coaxial MMG, one forward-facing hull-mounted light howitzer, and one forward facing hull-mounted MMG
Damage Value	9+ (medium tank)
	- Exceptional Commander: the normal one-man turret rule stated in the standard Char B1 description does not apply to this tank. It is not necessary to make an order test when issuing an Advance order if the tank is not pinned.

Special Rules	- Slow - Armoured all round: no modifiers apply to penetration when shooting at the side, rear, or from above. All shots count the full armour value.
Skills	- Push Through - Adrenaline Rush - Strict Discipline - Lucky



Captain Pierre Billotte's Char B1 bis

A second chance presented itself for the French from the 15–17 May when the 10th Panzer Division advanced across the Stonne plateau and encountered French armour, including the formidable Char B1 tank. One Char B1 commanded by Pierre Billotte succeeded in disabling or destroying two Panzer IVs and eleven Panzer IIIs. The town of Stonne overlooked the Sedan area and

the German crossings and would have been perfect to stage a French counter-attack. However, the Battle of Stonne (*see Germany Strikes!* page 56) saw the town change hands 17 times, with the final victory falling to the Germans. Sedan had fallen, the advancing Germans now firmly held several secure Meuse crossings and a path was now open for German Army Group A to race towards the Channel ports to cut off the Allied forces facing Army Group B to the north. If they were successful, France would fall.



BEF anti-tank rifle team

THE ALLIES COUNTER-ATTACK





German PaK 36 anti-tank guns try to hold off Frankforce

THE ALLIES COUNTER-ATTACK

With Allied troops in retreat across several areas of the front, positive action was imperative if a total German victory was to be avoided. On 17 May, 4e DCr (*Division Cuirassée*) under the command of Colonel Charles De Gaulle attacked the German held village of Montcornet which lay on the supply route for the 1st Panzer Division. With German air superiority once again resulting in attack from the skies and with the terrain surrounding Montcornet being unsuitable for De Gaulle's heavy Char B1 tanks, the offensive was unsuccessful and resulted in a French retreat. Two days later De Gaulle attempted a second attack but was again defeated after being decimated by German air power.

The French Prime Minister, Paul Reynaud, sacked General Gamelin and appointed General Maxime Weygand, a staff officer with no combat experience, as commander-in-chief of French forces. Weygand wasted valuable time by countermanding the orders of his predecessor to carry out counter-attacks against German supply lines. Two days later Weygand would realise that this was in fact a valid strategy and so reinitiated the plan, but then it was far too late to capitalise on the vulnerability of the German lines of advance.

Meanwhile General Edmund Ironside, the British Chief of the Imperial General Staff, consulted with Lord Gort, a First World War Victoria Cross winner and commander of the British Expeditionary Force, to decide on the British strategy in France. The BEF had so far been part of the defensive positions alongside the Belgian Army, but was now exposed as the retreat of the French 1st Army had left the BEF with an exposed flank. As von Rundstedt's Army Group A continued its advance, elements of the BEF found themselves locked in combat and, like their French and Belgian counterparts, beaten back by superior forces. Meanwhile, General Weygand ordered French forces facing German Army Groups A and B to fight their way towards each other to cut off the German westward advance and avoid Allied forces in the north becoming encircled. Gort was vocal in his amazement at the French unwillingness to carry out a counter-attack whilst German lines were stretched and vulnerable, even citing the French aggression he had seen and admired in the First World War as being completely absent. The BEF, expecting support by elements of the French

1st Army's Cavalry Corps, would now attempt a counter-attack against the advancing Germans near Arras.

SCENARIO 5: THE ARRAS COUNTER-ATTACK

On 21 May German forces had captured Cambrai and were now advancing south past Arras to veer around the west of the town and head north towards Acq. An improvised force assembled by Major General Harold Franklyn moves in to push them back – ‘Frankforce’ is made up of the British 5th and 50th Infantry Divisions, and 58 Matilda Is and 16 Matilda IIs of the 1st Army Tank Brigade. After intervention from General Ironside, Frankforce’s original plan of a measured attack against German forces to the south of Arras has now escalated into a full counter-attack carried out by two separate columns.

FORCES

The British player has a 10% point advantage over the German player (e.g. 1,000pts vs 1,100pts). British reinforced platoons are chosen from either the Frankforce Reinforced Platoon or the BEF Motorcycle Reinforced Platoon (see [here](#)). German reinforced platoons are taken from the Early War Anti-tank Gun Reinforced Platoon (see [here](#)), but may also include a Panzer III C, D, E, or F as its tank option. The German player cannot take any 88mm Flak 36 Dual Purpose AA/AT guns – see Rommel’s Reinforcements special rules below.

SET-UP

This scenario is played on a 6’ x 4’ gaming surface. The first 6” of the German player’s table edge is high ground. Downhill from this, a single track road runs straight across the table from short edge to short edge, 12” from the German player’s edge. A hedgerow runs the length of the road, on the Allied player’s side of the road. Three dense, wooded areas run across the board: one along each short edge of the table and one down the centre of the table, from long edge to long edge.

DEPLOYMENT

The German player begins with at least half of his forces set up within 12" of his table edge. The remainder of his forces are in reserve (see page 132 of the *Bolt Action* rulebook). The British player starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve. Outflanking may be attempted by the British player.



Scenario 5: The Arras Counter-attack

SPECIAL RULES

PREPARATORY BOMBARDMENT

The British player receives a preparatory bombardment as described on page 131 of the *Bolt Action* rulebook.

MACHINERY BREAKDOWN

The tanks of Frankforce suffered an inordinate number of breakdowns due to oil leaks, engine problems, and worn tracks – very possibly due to the long retreat from Brussels. Every time a British tank moves, roll a die. On the roll of a 1, the

tank is now treated as *Immobilised* in accordance with the rules on the Armoured Vehicles Damage Results table. Every turn the vehicle crew may elect to fight on as normal, or try to repair the damage. To attempt a repair, the vehicle must be given a *Down* order for the turn. In addition to the normal benefits for issuing a *Down* order, at the end of the turn roll a die. On a 5–6, the damage is repaired and the vehicle is no longer immobilised. On a 1–4, the vehicle is still immobilised but the British player may attempt further repairs.



Churchill's boys move out!

ROMMEL'S REINFORCEMENTS

General Erwin Rommel, commander of the 7th Panzer Division, personally took charge of every anti-aircraft and anti-tank gun he could find and brought them up to face the advancing Matildas. From turn 5 onwards, the German player rolls a D6 at the start of each turn. On a roll of 1–4 nothing happens this turn and he may roll again at the beginning of next turn. On the roll of a 5–6 he may place an Inexperienced 88mm Flak 36 Dual Purpose AA/AT Gun anywhere on the high ground within 6" of his table edge and add an order die to the bag for this unit. Note that if the gun is deployed, the German player ceases

to roll for reinforcements at the beginning of the turn – he can only have one free gun!

OBJECTIVE

British forces are attempting to eliminate German opposition. German forces must hold their defensive line intact.

FIRST TURN

The battle begins. During turn 1, the British player must move his entire first wave onto the table. These units can enter the table from any point along the British player's long table edge, and must be given an *Advance* or *Run* order. Note that no order test is required to move units as part of the first wave.



Germany Army anti-tank rifle team

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The British player claims two victory points for each enemy unit destroyed and two victory points for each of his own units that is in the German set-up area by the end of the game. The German player claims two victory points for

each enemy unit destroyed, and three victory points for each British tank destroyed.

THE AFTERMATH

At 2pm on 21 May 21, Frankforce attacked the German positions south of Arras. Matildas of the 7th RTR were amongst the first British units to approach Wailly, eliminating German resistance and the few Panzers which had not already moved off to the northwest. General Rommel personally witnessed the British attack and drove to every anti-aircraft and artillery unit he could find, ordering them to bolster his defensive positions and then staying in place to personally assign targets to each gun. Rommel was right in the thick of the action – his aide, *Oberleutnant* Most, was shot and killed only a few feet from him. Fortunately for Rommel he faced mostly the machine gun armed Matilda I tanks, including one which came to a halt right next to him. Rommel's command team feared the worst but the Matilda's driver had been killed and the surviving crewman immediately surrendered to Rommel.

Two of the RTR Matilda IIs under the command of Major John King and Sergeant Doyle fared much better, carrying out a two tank rampage and shrugging off dozens of German anti-tank hits to claim at least five Panzers and several German anti-tank guns destroyed before both Matildas were disabled and their crews captured. 7 RTR lost ten out of its 23 Matilda Is and all of its Matilda IIs. In the second column, 4 RTR suffered even heavier losses but claimed some 40 German vehicles destroyed; again, they found their tanks almost impervious to the German 37mm antitank guns. The men of the Durham Light Infantry followed in the destructive wake of the Matildas, capturing some 400 German prisoners. However, they too suffered heavy losses in the early evening when they were bombed by Stukas. Retreating to Vimy Ridge, they were escorted by French tanks of 3 DLM who had been engaged in fighting against Rommel's returning Panzers of the 7th Panzer Division to the northwest. German casualties amounted to some 300 dead or wounded and over 400 captured. Whilst British losses were lower at some 75 dead or wounded, the loss of 35 tanks was nothing short of a strategic disaster. The bold attack had caused great shock and alarm to the Germans, but was unable to hold on to its territorial gains. The Arras counter-attack had failed.

By 20 May the Allies were retreating from their positions along the River

Dyle as the rapid German advance continued towards the coast. New defensive positions were established along the River Escaut, again with Belgian forces holding the north, the British in the centre and the French to the south. The British sector ran from Oudenarde to Maulde and was defended by seven divisions along the western river bank. The orders circulated to the BEF's battalion commanders are clear: "*We stand and fight. Tell your men.*"



The 3rd Grenadier Guards counter-attack, 2000 hours, 27 May 1940 by Peter Dennis ©
Osprey Publishing taken from Campaign 265: Fall Gelb 1940 (2)

SCENARIO 6: THE DEFENCE OF THE ESCAUT

Just after first light on the morning of 21 May, German artillery began bombarding the Allied defenders. German forces advancing to the eastern bank added their own mortars and machine guns to the assault and began crossing the river with rafts and inflatable boats. The Allied defenders poured fire across the river even as they were bombarded, as *Hauptmann* Lothar Ambrosius of the German 12th Infantry Regiment later recalled when leading his men against the BEF's 3rd Battalion, Grenadier Guards:

"The closer we get to the river, the heavier the artillery fire, and at times, the firing develops into a continuous barrage. English troops fire at us with their machine guns and rifles from every direction. They shoot from very impressive, well-built, and well-concealed positions on the other side of the river... (but) the most difficult task is still to be carried out."

The ground to the west of the river is swamp-like, with water being up to stomach height in places. A little way to the west of the river is a small, wooded hill called Poplar Ridge. This would be the centre of some of the fiercest fighting along the entire Escaut.

FORCES

The German player has a 25% point advantage over the British player (e.g. 1,250pts vs 1,000pts). British reinforced platoons are chosen from the BEF – Grenadier Guards Reinforced Platoon list (see [here](#)). German reinforced platoons are taken from the 1940 – The Battle of France list on page 82 of the *Armies of Germany* book. Armoured vehicles and Air Observers may not be used by either player.

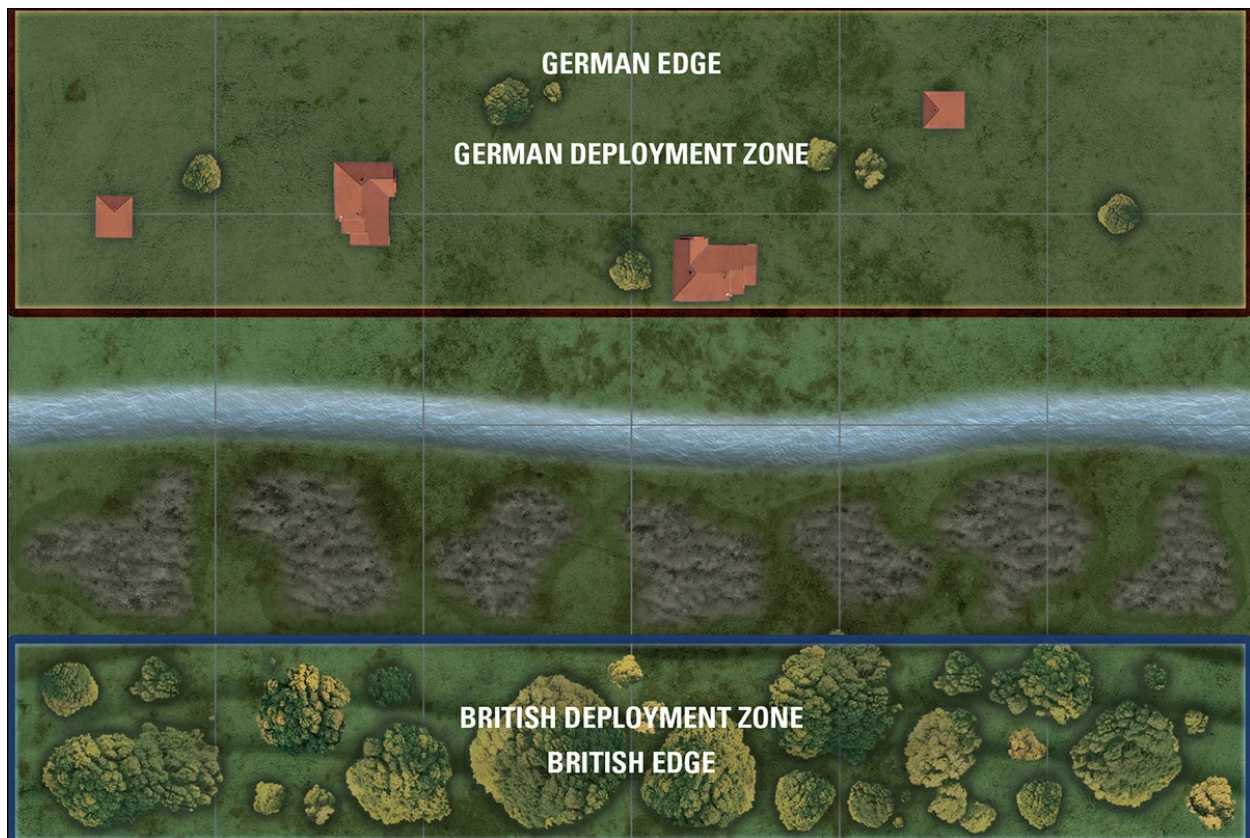
SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long table edges being designated the British (western) and German (eastern) edges. The first 12" from the British player's table edge is a wooded hill. From the 12" to 24" point,

the ground is swamp and counts as Rough Ground. A river, 6" wide, runs from short table edge to short table edge with its western bank running along the centre of the table (i.e. 24" from the British table edge). The ground to the east of the river is relatively open, with a few copses of trees and isolated farm buildings for cover.

DEPLOYMENT

The British player sets up first. At least half of his force must be set up within 12" of the British player's table edge. The remainder are in reserve (see page 132 of the *Bolt Action* rulebook). The German player must set up at least half of his force within 18" of his table edge. The remainder are in reserve. Outflanking is not permitted.



Scenario 6: The Defence of the Escout

TOP SECRET

LANCE CORPORAL HARRY NICHOLLS VC

Harry Nicholls was born in Nottingham, England in April 1915 and was one of thirteen children. At the age of 21 he joined the British Army and served in the Grenadier Guards, where he quickly established a reputation for himself as a boxer. With the outbreak of war the Grenadier Guards raised three new battalions and the three existing regular battalions – including the 3rd and with it, Nicholls – were sent to France as part of the BEF in late 1939. The 3rd Battalion was attached to the 1st Infantry Division and was heavily involved in the fighting during the British withdrawal towards Dunkirk.

On 21 May 1940 the 3rd Battalion Grenadier Guards were dug in near the village of Pecq, next to the Escaut River. Their position was assaulted by German forces who led with a mortar barrage and then, under the cover of machine gun fire, began crossing the river in rubber boats. Lance Corporal Nicholls was leading his section when he was injured in the arm by shrapnel. Ignoring the wound he continued to lead his men forwards against the German machine gun positions. Grabbing the section's Bren light machine gun, Nicholls charged and eliminated three German machine gun positions before then assaulting a concentration of German infantry on top of a hill. He was severely wounded, being wounded at least four times, and continued to fight on from the front of his section until his Bren gun was completely out of ammunition. The ending of his Victoria Cross citation sums up this incredible act of heroism:

"He was wounded at least four times in all, but absolutely refused to give in. There is no doubt that his gallant action was instrumental in enabling his company to reach its objective, and in causing the enemy to fall back across the River Scheldt.

Lance-corporal Nicholls has since been reported to have been killed in action."

Fortunately, Nicholls had not been killed but was in fact taken prisoner. His was the first Victoria Cross to be awarded in World War II and when he returned to England in May 1945 he was presented his medal by the King. Harry Nicholls passed away in September 1975 at the age of 60.

Lance Corporal Nicholls can replace the NCO in any Regular Infantry Section (Early War) in a generic Reinforced Platoon, the 1940 – Fall of France Theatre Selector in the Armies of Great Britain book, or the BEF – Grenadier Guards Theatre Selector in this book.

Cost	+50pts (Veteran NCO)
Weapons	Light machine gun
	- Lead from the front: Nicholls was an experienced soldier by the time of the Battle of France and his heroism was inspiring to the men under his command. Any Regular Infantry Section (Early War) which Nicholls is added to is upgraded to Veterans for +3pts per model, even if the Theatre Selector does not normally allow Veteran units. In addition, at the end of every turn the

Special Rules

section automatically loses one pin marker.

- Shooting from the hip: Nicholls is armed with a light machine gun. However, this weapon still requires a loader from the section and it replaces the section's option to take a light machine gun; it is not an additional LMG!

- Unkillable: With grit and raw tenacity, Nicholls was able to lead his section into enemy fire despite being severely wounded four times. If Nicholls is killed then roll a single D6 – on a 4+ he remains in play, unscathed. This does not apply if his section is removed because of a failed Morale check.



Harry Nicholls wins the first VC of WWII knocking out several enemy machine gun positions

SPECIAL RULES

PREPARATORY BOMBARDMENT

Both players receive a preparatory bombardment as described on page 131 of the *Bolt Action* rulebook.

DUG IN

British units that begin the game on the table may be *Dug In* using the rules [here](#) of this book.

HIDDEN SET UP

British units that begin the game on the table may be *Hidden* using the rules on page 131 of the *Bolt Action* rulebook.

BOATS

The German player receives a free Regular boat as described [here](#) of this book for every infantry squad in his force. These boats cannot be given any upgrades described in the options. The boats are carried by their respective infantry squads, who cannot run with them. If a squad carrying a boat is given an *Advance* order, four members of that squad cannot fire their weapons as they are carrying the boat.

OBJECTIVE

German forces are attempting to cross the river and rout the British defenders. British forces must prevent the river crossing.

FIRST TURN

The battle begins. During turn 1, both players may move their reserves onto the table (note – deploying reserves on turn 1 is a variation from the normal reserve rules on page 132 of the *Bolt Action* rulebook). These units can enter the table from any point along their long table edge, and must be given an *Advance* or *Run* order. Note that no order test is required to move units onto the table on the first turn; an order test is required for any reserves brought onto the table in subsequent turns.



German forces approach the swampy ground in front of Poplar Hill

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The British player claims two victory points for each enemy unit destroyed. The German player claims one victory point for each enemy unit destroyed, and three victory points for each unit which ends the game in the British set up zone.

THE AFTERMATH

The river crossing was a brutal affair for the soldiers of the 12th Infantry Regiment's 2th Battalion; 40 men were killed and 100 wounded. The Germans managed to dislodge the British defenders but were then forced to dig in as numerous counter-attacks were carried out by the guardsmen from 1130 until 1730. These included an attack led by universal carriers of the Guard's 3rd Company, after which the German 2nd Battalion was reduced to some 40–50 men capable of fighting on. Panic rippled through the German lines and elements of the 5th and 6th Companies broke, fleeing back across the river.

Decimated by the British counter-attacks, only the 12th Regiment's 2nd Battalion was able to establish a defensive position on the eastern bank. Isolated and vulnerable, the battalion was ordered to retreat back across the Escaut, by which point British casualties were also crippling. Further to the south, fighting of similar ferocity took place during the 2nd Royal Norfolks' defence of the Escaut. German crossings were successful along the British defensive line but positions were untenable due to BEF counter-attacks, and all German advances resulted in orders to cross back to the eastern bank. The British line held until the night of 22/23 May, when orders were issued to fall back. The long retreat from France had begun.



BEF light mortar team

THE RETREAT



As early as 17 May the Adjutant General of the BEF, Sir Douglas Brownrigg, had moved the BEF's GHQ from Arras to the port of Boulogne. This decision was detrimental to already shaky Anglo-French relations, and Lord Gort soon ordered a further retreat with BEF non-combatants being sent back across the Channel to Britain. Boulogne was far from safe, with regular Luftwaffe bombing raids smashing the port. In the early hours of 21 May the French officer commanding the Boulogne garrison ordered the 1100 French sailors defending the town to take up position in the sturdy medieval citadel in the town's old sector. However, due to pressure from his subordinates these orders were quickly rescinded and French sailors were instead ordered to destroy the town's defensive guns and then flee.

Two French sailors questioned this order as Boulogne descended into a panic, with French sailors and civilians alike fleeing in all directions whilst refugee boats began to leave the harbour. The two sailors managed to relay their concerns to Admiral Leclerc in Dunkirk, who sent orders to Boulogne to fight to the last man. These were soon supported by the orders from Admiral Abrial: *"You are to die at your posts one by one rather than give in."*

The next day, the first British troopship carrying reinforcements arrived in Boulogne to find the quayside packed with panicked refugees and chaos. Their orders were to hold Boulogne and keep it secure to allow supplies to cross the Channel but, if necessary, as a site for evacuation operations. Whilst the British reinforcements had within their ranks many pre-war professional soldiers, there was also a large number of barely experienced men who had joined up after the outbreak of the war. The only real experience of fighting in a modern theatre came from the handful of men who had been part of Harpoon Force in the Netherlands only two weeks before.

The British force consisted of the 2nd Battalion Welsh Guards and the 2nd Battalion Irish Guards, made up of 972 and 720 soldiers respectively. These augmented three battalions of French soldiers from the 21st Division who were dug in to the south and were further assisted by some 1,500 ranks of the Auxiliary Military Pioneer Corps, although the latter force was made up to a large extent of middle aged and elderly reservists or volunteers with very little military training and an unenviable reputation for poor discipline. Equipment was also lacking; none of the heavier 3" mortars had been brought with the force and only a single unit of four 37mm anti-tank guns had arrived with the

Guards' first wave. The main anti-armour capability lay in the hands of the underpowered Boys antitank rifles.

It was not long after disembarking that the Guardsmen realised the situation was critical and that their job was not to keep the supply lines open; they were there to cover an evacuation. General Guderian's 2nd Panzer Division was leading a rapid German advance all the way to the coast which had now completely encircled the BEF, Belgian army, and a significant proportion of the French army as well as threatening key Channel ports. Surrounded by dead and wounded, using fixed bayonets to hold back panicking crowds of civilians from overwhelming them, the town around them already devastated by enemy bombing, morale was tested before German forces even arrived at Boulogne. The Guards suffered their first casualty when a young infantryman panicked at the overwhelming chaos that surrounded him and placed his thumb over the muzzle of his rifle before pulling the trigger to blow the appendage off and guarantee his own medical evacuation.

Orders came through from the force commander, Brigadier William Fox-Pitt, the Guards were to establish a defensive perimeter around the city and hold until the evacuation was complete. Streams of British and Allied wounded and refugees continued to arrive as the Welsh and Irishmen moved to take up positions. A city fight was considered far from desirable and the threat of tanks against infantry in open country was also to be avoided – Fox-Pitt made the decision to dig his men in just outside the suburbs of Boulogne, with good fields of fire but options to fall back quickly if necessary. The Welsh Guards took position to the east of the town in a 'V' of four companies, whilst the Irish dug in in a northwest to southeast line to the southwest of Boulogne. Road blocks were set up at as many junctions, cross roads, and choke points as possible to slow German armour.



German troops attempt to punch through the Guards' defences in Boulogne

SCENARIO 7: THE BATTLE OF BOULOGNE

Columns of XIX Army Corps' 2nd Panzer Division under the command of General Guderian were already approaching the area rapidly. The Division swept towards Boulogne, harried along its route by regular attacks from the light bombers of the RAF which were operating from French airstrips. Scout units were sighted by the British defenders by mid-afternoon on 22 May and soon after the first engagements erupted. Late in the morning of 23 May, German forces attacked the line of Guardsmen to the south and the east of Boulogne, and the retreat began. British and French forces fell back to the city but their orders were to delay for as long as possible. German units attempted to punch a way through the defenders to take key objectives in Boulogne.

FORCES

The German player has a 20% point advantage over the Allied player (e.g. 1,000pts vs 1,200pts). British reinforced platoons are chosen from the 1940 – Fall of France Reinforced Platoon list on page 66 of the *'Armies of Great Britain'* book with the following modifications:

- The following units may not be selected: Forward Observer (including the Artillery Support army special rule), medium mortar, field artillery, anti-aircraft gun, or any vehicles except for transports and tows.
- One or both of the two Regular Infantry sections (early war) which are taken as mandatory force selections in the reinforced platoon may be replaced by Inexperienced Infantry sections (early war) if desired.
- Up to 2 sections from the British 0–4 Infantry Sections may be made up of AMPC units (see [here](#)).
- The Allied player may also take French reinforced platoons from the Battle of France 1940 list on page 34 of *Armies of France and the Allies* but may not take any vehicles except for transports and tows, and also may not take forward observers, field artillery, or medium anti-tank guns.
- German reinforced platoons are taken from the 1940 – The Battle of France list on page 82 of the *Armies of Germany* book, the Kraftradschützen Reinforced Platoon Theatre

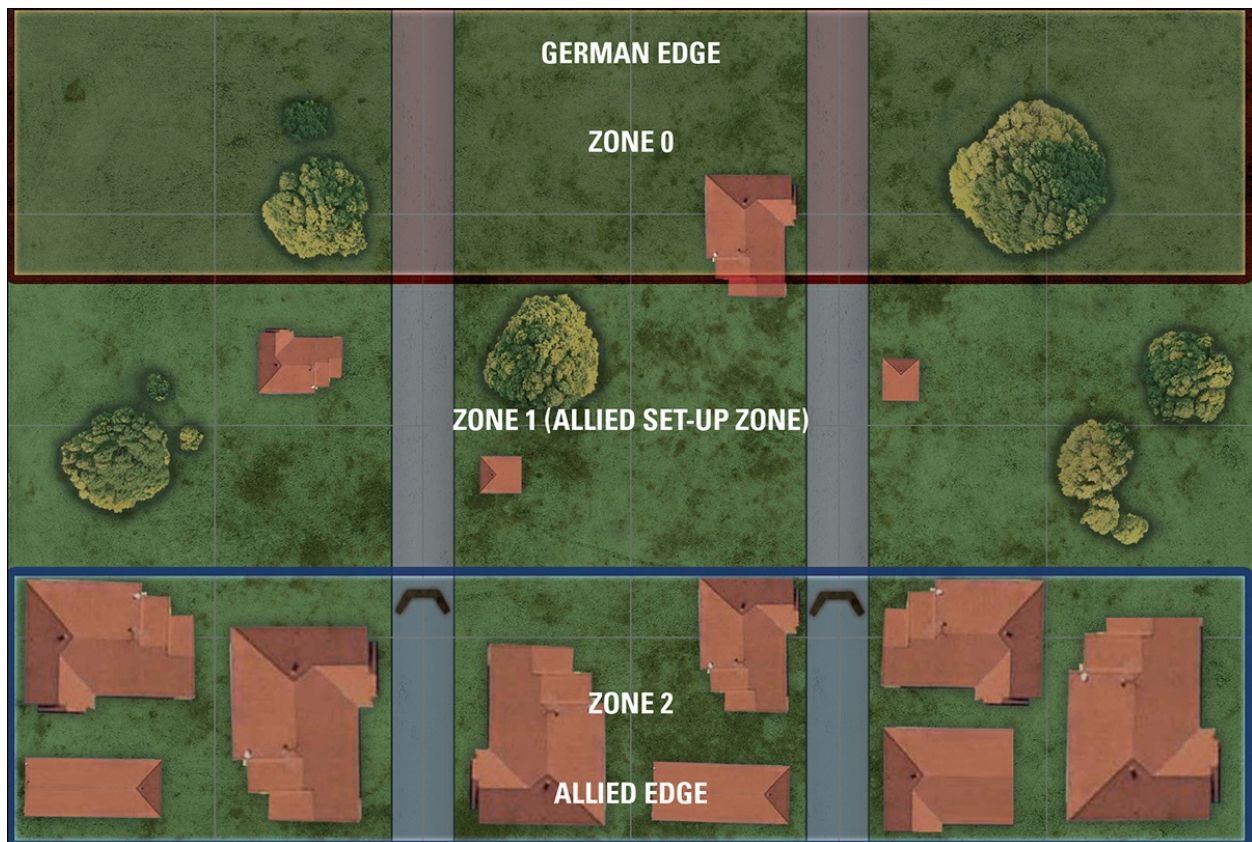
Selector [here](#) of this book or the 1940 Panzer Division list [here](#) of this book but may not include any Panzer 35(t)s or Panzer 38(t)s. Waffen-SS units may not be selected.

SET-UP

The table should be set up to represent an urban area, with two road routes allowing armoured vehicles to transit from the German table edge to the Allied edge.

Each zone must take up one third of the table. On a standard 6' x 4' table, each zone should be 72" x 16". If limited urban scenery is available then this should be set up in Zone 2 to represent the Allied forces digging in just outside the town. Roadblocks may be placed by the Allied player to span the roads in Zone 1 or Zone 2. Only one roadblock may be placed for every route allowing German armour to cross the board and exit along Zone 2's edge.

If available scenery does not allow for an urban map, Allied forces begin the game as 'dug in'. Any Allied units may start the game in *Ambush*. Due to German scouting attacks during the previous night, Allied units may not use the Hidden Set-up rule.



Scenario 7: The Battle of Boulogne

DEPLOYMENT

The Allied defenders pick a table side and must set up all forces in Zone 1 in accordance with the diagram above. The German attackers are not on the table to start with. The German player must nominate at least half of his force as a first wave. This can be the entire force if the player wishes. Any units not included in the first wave are left in reserve (see page 132 of the *Bolt Action* rulebook). Outflanking is not allowed as the table represents just one segment of the front line; similar engagements are happening simultaneously to the left and right. German units may **not** forward deploy, using the rules on page 131 of the *Bolt Action* rulebook.

SPECIAL RULES

ROAD BLOCKS

Allied forces have placed improvised roadblocks at key points along the routes across the table. Vehicles may only attempt to cross these roadblocks on an *Advance* or *Run* order. Only vehicles with a damage value of 7+ or greater may attempt to overrun roadblocks. For any vehicle attempting to cross, roll a D6:

Die Roll	Roadblock Overrun Result
1	The vehicle has becoming stuck in place, thrown a track or snapped an axle. The vehicle is immobilised for the rest of the game.
2–3	The vehicle is slowed by the roadblock. Another Advance order must be given next turn and another D6 thrown to consult this table; however, a repeat throw of 2–3 results in the roadblock being successfully traversed.
4–6	The roadblock is crushed by the vehicle and removed from play.

Roadblocks can be destroyed by gunfire. They count as having a damage value of 6+ and can only be destroyed by HE, other weapons simply punch holes in the road block.

AMBUSH

Allied units may begin the game in *Ambush*.

DUG IN

Allied units that begin the game on the table may be *Dug In* using the rules [here](#) of this book, if the option is taken to play this scenario as a rural encounter rather than urban.

OBJECTIVE

The Allied player must carry out a controlled withdrawal before exiting the board. Allied units cannot exit the board before turn 6. The German player must advance across the table to leave the board via the Allied edge, whilst eliminating enemy opposition.

FIRST TURN

The battle begins. During turn 1, the Germans must move all of their first wave onto the table. These units can enter the table from any point on the attacker's table edge, and must be given either a *Run* or *Advance* order. No order test is required for first wave units.

GAME DURATION

The game lasts for 7 turns.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The Allied player scores one victory point for each Allied unit occupying Zone 1 or Zone 2 at the end of Turn 4. Two victory points are scored for each Allied unit which exits the board from the Allied table edge during Turn 7. The Germans score two points for each Allied unit destroyed. Three victory points are scored for each German unit that leaves the table from the Allied edge.



German infantry swarm thought the streets of Calais

THE AFTERMATH

Shortly after first light, the Panzer IIIs and Panzer IVs rushed forwards to assault the Guardsmen. The few isolated antitank guns and Boys rifles attempted to slow the enemy tanks as Bren teams and riflemen poured fire into advancing motorcycle troops. Makeshift road blocks made out of debris and furniture proved to be surprisingly effective against German armour but this could only halt their advance. Return fire from the Panzers was causing significant casualties and it was quickly apparent that a British retreat into Boulogne was inevitable. As the Welsh fell back into the town, German soldiers moved up and sniper fire from a church tower in St Martin caused real problems for the men of 4th Company. To the south, the Irish Guards were having problems of their own as they rapidly found themselves to be outnumbered and spread out far too thinly, with large gaps in their defence. The forward platoons of 1st and 4th Companies sustained heavy losses and by 0900 an ordered withdrawal was underway. By mid-morning the Irish, too, had fallen back to the town.

At 1000 hours, German artillery opened fire on the 19th Century Fort de la Creche which protected the harbour itself. The fort, manned by French troops, endured withering bombardment as German motorcycle troops moved into position to assault the fortification. Surrounded, outnumbered, and crippled by accurate artillery fire, the French fort surrendered to the advancing German forces. Sometime after 1100, Fox-Pitt received orders to evacuate all personnel of no military value, but to continue to hold his defensive line.

By 1800, armed with constant updates of the situation in Boulogne, the British Prime Minister himself ordered the complete evacuation. French soldiers and sailors were still tenaciously defending the medieval fortifications at Boulogne's Haute Ville citadel and their CO, General Lanquetot, was neither consulted nor notified of British intentions. As the evacuation continued, German bombers filled the skies above the harbour and rained down in deadly dive bombing runs before RAF Spitfires appeared in their midst. So close was the fighting by now that the Captains of the destroyers HMS *Keith* and HMS *Vimy* were both killed by sniper fire as they stood on the bridges of their own warships. German soldiers had also captured French coastal guns at Fort de la

Creche and one of these opened fire on the British ships. The final confirmation of German victory was a line of Panzer IVs that stood along the waterfront, ferociously bombarding the destroyer HMS *Venetia* as she navigated the narrow channel. The old warship was wracked with shell fire, losing a turret and sustaining damage to the bridge as well as being set ablaze.

However, the return fire from the Royal Navy destroyers was cataclysmic – several tanks were destroyed by direct hits from the warships' 4.7" main guns and the captured coastal guns were silenced.

The Welsh and Irish Guards, based on all accounts of the battle from both British and German sources, gave a tremendous account of themselves. Whilst a German victory was inevitable the disciplined and orderly fighting retreat bought as much time as possible to save as many people as possible. Of Lieutenant Colonel Stanier's Welsh Guards, 623 arrived back in Britain. Lieutenant Colonel Haydon's Irishmen saw 201 killed or missing – both forces had lost about one third of their numbers, with many men still in hiding in Boulogne after being unable to reach the quayside, or still fighting on the outskirts after orders of the withdrawal never reached them. Their brave sacrifice was not in vain – over 4,300 British, French and Belgian troops and civilians were successfully evacuated.

TOP SECRET

THE WEBLEY MK IV .38/200

Webley and Scott of Birmingham, England had a long history of producing pistols for the British military. Founded in 1790 by William Davies and taking on the name 'Webley and Scott' in 1897, the company produced military handguns from the mid nineteenth century. One of the most famous and iconic handguns of the First World War was the top break Webley Mk.VI which entered service in 1915, firing the powerful .455 inch Webley cartridge. However, the recoil of the weapon made it difficult to handle and the British Army decided to replace it with a smaller, lighter weapon better suited to practicality and ease of training.

Webley and Scott submitted the Mk.IV .38/200 revolver to the War Office in 1921, which was effectively a scaled down version of the .455 revolver. Allegedly, this weapon was taken to the Royal Small Arms Factory where Enfield copied the design to produce the Enfield Revolver No.2 Mk.1 which was officially adopted in 1932. Given that both top break revolvers were externally very similar, Webley attempted to sue the British government for having their design copied by a government run weapons factory. Enfield

claimed their design came from Captain Boys (later of Boys anti-tank rifle fame) and Webley were awarded a percentage of their claim as compensation.

Nonetheless, Enfield were unable to meet the demand of the British military throughout the 1930s. The .455 Webley Mk.VI, therefore, saw continued use up to and throughout the Second World War, although even proponents of this large revolver's stopping power would mainly be converted to the American Colt M1911, who's higher muzzle velocity resulted in a significantly higher muzzle energy. Ironically, more pistols were needed still and the War Office was forced to turn back to Webley and Scott to commission them to produce the plagiarized Mk.IV .38/200 to augment the Enfield revolver. Yet, an Enfield and two Webleys were still not enough to meet the demands of British and Commonwealth forces, resulting in the adoption of the Smith and Wesson 'Victory' revolver; a Model 10 re-chambered for the British cartridge.

THE CALAIS SACRIFICE



Just as plans were made to bring a British relief force to Boulogne, reinforcements were also shipped across the Channel to Calais. The 3rd Battalion of the Royal Tank Regiment arrived in Calais on the afternoon of 20 May and were immediately met by German bombing so ferocious that one British officer had to threaten a ship's captain with his revolver to stop the ship steaming out of harbour without unloading the RTR's tanks. Severe delays in unloading the tanks meant that it was the next morning until British forces left Calais in an attempt to link up with the BEF, and almost immediately ran into advance elements of the German 1st Panzer Division. On 22 May, the 1st Battalion of the Queen's Volunteer Rifles (QVR) arrived in Calais and began digging in defensive positions, supported the next day by the arrival of the 1st Battalion of the Rifle Brigade and the 2nd Battalion of the King's Royal Rifle Corps (KRRC).

Orders directing the newly arrived British tanks to head for Boulogne caused further confusion and seven British tanks were destroyed in a clash with German forces on the road to St Omer. The KRRC suffered their first casualty when a British soldier was shot by a French 5th Columnist who was promptly bayoneted by the rest of the British section. That night the German 10th Panzer Division was ordered by Guderian to capture Calais but the town's French and British defenders, the latter now under the command of Brigadier Nicholson, met the Germans with heavy fire and forced a retreat. However, despite this small success Calais was now surrounded.

In the early hours of 24 May, Nicholson received a telegram from the War Office that Calais was to be evacuated. Nicholson ordered his troops to assume defensive positions, as the evacuation would not be for at least 24 hours. The commander of French forces in Calais, Commandant Le Tellier, immediately contacted his superiors to complain. In addition to this, all but one of the French defensive naval gun batteries at Calais were spiked and all of their crews retreated to the harbour. Fifteen hundred French soldiers and sailors fled Calais. Shortly after the exodus began, the remaining French and British defenders were subjected to a mass bombardment by the besieging German artillery. Lines of German tanks approached Calais and it was not long before Allied forces began an orderly retreat back through the port town. That evening, Le Tellier's complaint against the British resulted in new orders being sent to Nicholson:

"In spite of policy of evacuation given to you this morning... (French General

Fagalde) has ordered no...evacuation, means that you must comply for the sake of Allied solidarity...no reinforcements... You will select best position and fight on."

Nicholson ordered his four battalions to retreat to form an inner defensive perimeter and prepare for their final fight.



Char D1

TOP SECRET

OUTGUNNED AND OUTMATCHED – NO.12 SQUADRON AT MAASTRICHT

During the Phoney War, the BEF's air component consisted of 27 squadrons of Hurricanes, Blenheims, Battles, Gladiators, and Lysanders. Within hours of the German invasion, another ten squadrons of Hurricanes were sent over the Channel. This amounted to 456 aircraft to augment the French *Armee de l'Air*'s 1,604 aircraft, Belgium's 180 aircraft, and a further 132 from the Netherlands – facing them, the Luftwaffe could muster just under 3,000 combat aircraft. Scope for confusion was high and incidents of 'friendly fire' from both the air and ground had already been reported between Allied nations. French authorities ordered RAF aircraft to adopt markings more akin to their own or they would not be held responsible for the consequences – British aircraft adopted a tri-colour stripe on the rudder and then on the fin itself, a practice which continues with red and blue in some British squadrons to this day.

In just two days, the RAF's bomber force was reduced from 135 aircraft to 72 due to the murderous ground fire around targets they were ordered to attack, and the deadly

fighters in the skies above. On the third day, another 40 British bombers were lost. On 12 May, No.12 Squadron was ordered to bomb vital bridges in the Maastricht area. Volunteers were requested, and to a man the entire squadron stepped forwards. Names were drawn from a hat and six Fairey Battles took to the skies. One turned back early with engine problems but the five remaining light bombers continued to their targets, escorted by two Hurricanes. They were attacked by approximately 30 Messerschmitt Bf109s, and between the German fighters and AA around the two target bridges, all seven British aircraft were shot down. Only one Battle crew survived after crash landing. The account of the engagement was summed up in the citation for posthumous Victoria Crosses for the crew of the lead aircraft:

Flying Officer Garland was the pilot and Sergeant Gray was the observer of the leading aircraft of a formation of five aircraft that attacked a bridge over the Albert Canal which had not been destroyed and was allowing the enemy to advance into Belgium. All the aircrews of the squadron concerned volunteered for the operation, and, after five crews had been selected by drawing lots, the attack was delivered at low altitude against this vital target. Orders were issued that this bridge was to be destroyed at all costs. As had been expected, exceptionally intense machine-gun and anti-aircraft fire were encountered. Moreover, the bridge area was heavily protected by enemy fighters. In spite of this, the formation successfully delivered a dive-bombing attack from the lowest practicable altitude. British fighters in the vicinity reported that the target was obscured by the bombs bursting on it and near it. Only one of the five aircraft concerned returned from this mission. The pilot of this aircraft reports that besides being subjected to extremely heavy anti-aircraft fire, through which they dived to attack the objective, our aircraft were also attacked by a large number of enemy fighters after they had released their bombs on the target. Much of the success of this vital operation must be attributed to the formation leader, Flying Officer Garland, and to the coolness and resource of Sergeant Gray, who in most difficult conditions navigated Flying Officer Garland's aircraft in such a manner that the whole formation was able successfully to attack the target in spite of subsequent heavy losses. Flying Officer Garland and Sergeant Gray did not return.

No medal was awarded to Garland's gunner, 20 year old Leading Aircraftsman Lawrence Reynolds, as he was considered to have played no part in the decision making process of leading the attack, even though he braved enemy fire with his crew to the very end.

SCENARIO 8: THE LAST DEFENDERS OF CALAIS

On the morning of 25 May the British and French defenders of Calais prepared for the final German assault. The survivors of Brigadier Nicholson's four battalions manned their defences in the Old Town, the 16th century citadel in the northwest of the town and along their barricades across Calais' bridges. The afternoon saw a thunderous barrage delivered against the Allied defenders by the artillery of XIX Corps, moved up from Boulogne to support General Schaal's 10th Panzer Division.

With German forces advancing through the town the defenders retreated north, street by street, using almost guerrilla warfare tactics to slow the advance as they doubled back on themselves to attack the Germans from multiple directions. With the artillery barrage continuing throughout the afternoon and into the early evening, German tanks rolling through the streets of Calais and aircraft from both sides locked in fighting in the skies above and targeting ground units below, the surviving defenders dug in and prepared to fight to the last man and the last bullet.



Scenario 8: The Last Defenders of Calais

FORCES

The German player has a 50% point advantage over the Allied player (e.g. 1,500pts vs 1,000pts). Allied reinforced platoons are chosen from either the 1940 – Fall of France Theatre Selector on page 66 of *Armies of Great Britain* or the Battle of France 1940 Theatre Selector on page 34 of *Armies of France and the Allies*. Allied reinforced platoons may not take field artillery or armoured cars/recce. French reinforced platoons may not take any armoured vehicles, and may only take Regular or Inexperienced infantry sections. British reinforced platoons may only take the following tank options:

- Light Tank Mk VIB, Light Tank Mk VIC, A13 Cruiser Tank Mk III
- German reinforced platoons are taken from the 1940 – The Battle of France list on page 82 of the *Armies of Germany* book or the 1940 Panzer Division list [here](#) of this book, but may not include any Waffen-SS, 88mm AA/AT Flak 36, Panzer 35(t)s, or Panzer 38(t)s.

SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long table edges being designated the Allied (northern) and German (southern) edges. The entire table is made up of rows of buildings, with a single road running from north to south through the centre of the table. A continuous, fortified citadel wall runs from east to west across the table, 12" from the Allied player's table edge, broken only by the road running through it. Each section of the fortified wall to either side of the road counts as two adjacent bunkers using the rules on page 127 of the *Bolt Action* rulebook, effectively giving the Allied player four bunkers.



Panzers lead the assault on Calais

DEPLOYMENT

The Allied player sets up first. At least half of his force must be set up within 12" of the Allied player's table edge. Units may be set up on the citadel wall. The remainder are in reserve (see page 132 of the *Bolt Action* rulebook). The German player's units are not on the table at the start of the game. The German player must nominate at least half of his force to form the first wave. This can be his entire force if he wishes. The remainder are in reserve. Outflanking is permitted only by the Allied player and only up to half way from the Allied player's table edge.

SPECIAL RULES

PREPARATORY BOMBARDMENT

The German player receives a preparatory bombardment as described on page 131 of the *Bolt Action* rulebook.

THE CITADEL WALLS

Units may set up on top of the walls, or on ramparts on the Allied side if available scenery permits. These units count as being in hard cover and cannot be assaulted from the south. Units can fire or be fired upon as normal – they are firing over the parapet rather than through firing slits.

ROAD BLOCKS

Allied forces have placed roadblocks at key points along the routes across the table. A single roadblock may be placed anywhere along the north-south road. Vehicles may only attempt to cross these roadblocks on an *Advance* or *Run* order. Only vehicles with a damage value of 7+ or greater may attempt to overrun roadblocks. For any vehicle attempting to cross, roll a D6:

Die Roll	Roadblock Overrun Result
1	The vehicle has becoming stuck in place, thrown a track or snapped an axle. The vehicle is immobilised for the rest of the game.
2–3	The vehicle is slowed by the roadblock. Another Advance order must be given next turn and another D6 thrown to consult this table; however, a repeat throw of 2–3 results in the roadblock being successfully traversed.
4–6	The roadblock is crushed by the vehicle and removed from play.

Roadblocks can be destroyed by gunfire. They count as having a damage value of 6+ and can only be destroyed by HE, other weapons simply punch holes in the road block.

AMBUSH

Allied units may begin the game in *Ambush*.

DUG IN

Allied units that begin the game on the table may be *Dug In* using the rules [here](#) of this book.

AIR SUPPORT

Whilst RAF Spitfires tangle with Luftwaffe Bf109s in the skies above, Swordfish of the Royal Navy's Fleet Air Arm and German Ju87 Stukas both slip through to attack enemy ground forces. Both players receive a free Regular air observer and any successful attacks are automatically resolved as if a 5–6 had been rolled on the Warplane Type Chart on page 86 of the *Bolt Action* rulebook, giving ground attack aircraft to represent the Swordfish and Stukas.

VIVE LE BOCHE

A single 5th Columnist Unit (see [here](#)) may be added to the German force for free. Upgrades must be paid for.

OBJECTIVE

German forces are attempting to destroy all resistance on the table. Allied forces are attempting to hold their ground for as long as possible.



German Headquarters team

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or

6 play one further turn.

VICTORY!

At the end of the game victory is calculated by how many wall sections (i.e. the bunkers) are held by each player. Whoever holds the most of the four wall sections is the winner. If both players hold the same number of wall sections, the game is a draw.



German AA takes its toll on Allied bombing attempts by Peter Dennis © Osprey Publishing
taken from Campaign 264: Fall Gelb (1)

THE AFTERMATH

The intense fighting continued into the evening of the 25th. Sporadic contact reached London from the isolated survivors in Calais, and a War Cabinet Defence Committee meeting debated whether to rescind the orders to Nicholson and his men and have them evacuated. Agonizingly, many of the British soldiers could see Royal Navy destroyers waiting near the shore in case priorities did change and they were given permission to evacuate the survivors.

General Schaal ordered a fresh artillery bombardment the next morning, supported by waves of Stukas targeting the citadel to pound the defenders prior to a storming action at 1000. Nonetheless, it was several hours until the German attackers made progress and the defenders within the citadel were either overrun or forced to surrender. At about 3 pm, news reached the final group of defenders that the French commander of Calais had surrendered. Brigadier Nicholson and his staff were shocked and angered when a great cheer was let out by some of the French survivors. Some survivors, aided by a small group of British vessels sneaking into the harbour, were able to escape in the night. Around 440 soldiers were evacuated to Britain. This was a comparatively miniscule amount given that some 4,000 British soldiers had fought in the battle in addition to several thousand more French, Dutch, and Belgian soldiers. Calais had fallen and with it the last realistic hope of reinforcing the encircled BEF.



German Infantry

**'ONLY COURSE
OPEN'**



With Boulogne fallen and Calais about to fall into German hands, the plan to sweep up to the Channel Ports and draw a line bisecting the Allied defenders had been all but an unmitigated success. However, from von Rundstedt's point of view, caution was vital at a time when it would have been all too easy to become caught up in the success of the operation and leave the German flanks open to exploitation. Von Rundstedt felt that his forces were worryingly dispersed and a determined counter-attack by the Allies, even at this stage, could smash through his thin lines and reverse the fortunes of the campaign all too quickly. Whilst the British counter-attack at Arras had concerned him, his main worry was a strong French counter-attack from the south. As a result, at 1800 on 23 May, von Rundstedt sent out orders to the German 4th Army to cease its advance. The next day, Adolf Hitler visited von Rundstedt's headquarters, where he agreed with his general's decision. Von Rundstedt was quick to disseminate this top level backing, reinforcing his earlier decision with a further directive stating that the plan was by the Fuhrer's orders.

With all hope for an Allied success quickly fading, Lord Gort received a telegram from British Secretary of State for War, Anthony Eden:

"I have had information all of which goes to show that French offensive from Somme cannot be made in sufficient strength...Should this prove to be the case...the safety of BEF will be predominant consideration. In such conditions only course open to you may be to fight your way back to the west where all beaches and ports east of Gravelines will be used for embarkation. Navy would provide fleet of ships and small boats and RAF would give full support. As withdrawal may have to begin very early preliminary plans should be urgently prepared."

After Churchill met with Reynaud, it was agreed that British, French, and Belgian forces would retreat to Dunkirk for evacuation to England. General Blanchard was reportedly stunned by the news as he believed the retreat to the north had been in preparation of a counter-attack. He informed Gort that his exhausted men would need to rest before falling back to take their place in the defensive lines around Dunkirk. Gort replied that if Blanchard did not move his men now, they would be left behind. This continued breakdown in communication between French and British forces continued through the ranks down to the lowest levels. With the German army surrounding the battered units of the French, British, and Belgian armies, the Royal Navy swung into action to begin the evacuation, with the Spitfires and Hurricanes of the RAF

taking to the skies overhead.



The BEF in defensive posture

SCENARIO 9: DUNKIRK

The evacuations from Dunkirk began on 26 May, with priority being given to administrative personnel and construction workers who were considered less useful in defending the beach perimeter. A total of 7,669 personnel were evacuated on the first day, amidst the chaos of panic and thousands of refugees. The next day, the evacuation continued with a cruiser, eight destroyers, and 26 other vessels. With large dogfights raging overhead, German bombers began a wave of devastation against the town and its beaches which would last until the end of the evacuation. The next day, the Belgian army officially surrendered.

With the Royal Navy's vessels now accompanied by an armada of hundreds of civilian boats and ships, the evacuation process slowly continued. Lines of thousands of soldiers were forced to wait on the beaches for their turn as German bombs rained relentlessly down on them. Despite the best efforts of 16 RAF and two Fleet Air Arm fighter squadrons, Luftwaffe aircraft continued to break through to bomb and strafe the crowded, chaotic beaches. With havoc being inflicted on the waiting soldiers and the armada of boats and ships, and the surrounding German forces regrouping and reorganizing, time was running out.

FORCES

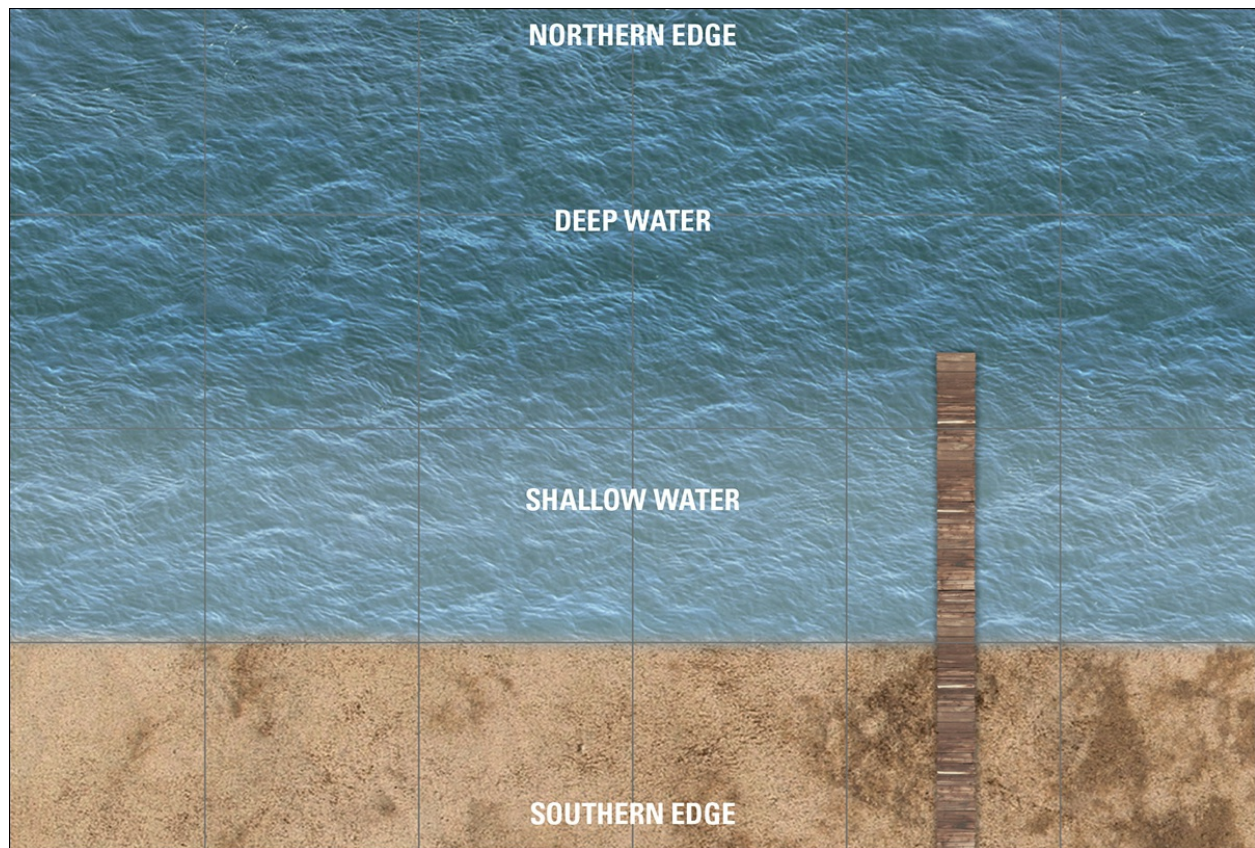
This scenario is played with set forces. The Allied player has the following force. All units are British unless otherwise stated:

- 1 Regular Major with 2 men
- 1 Inexperienced Second Lieutenant with 2 men
- 1 Regular Medic with 1 man
- 2 Regular Infantry Sections (early war), each of 10 men
- 1 Inexperienced Infantry Section (early war) of 10 men
- 1 Corps of Military Police Section of 10 men
- 1 Regular Royal Engineer Section of 10 men
- 2 Regular French Infantry Sections of 10 men
- 1 Regular Belgian Infantry Section of 10 men

The British player also receives four fighter counters and begins the game with

one small boat and one large boat anywhere in Deep Water.

The German player's force is composed entirely of Luftwaffe units, whose rules are detailed in the '[Air Battles](#)' section. The German player begins with five dive bomber units, each with an order die, and three fighter counters. The German player must note down what aircraft type he has available, and whether they have dropped their bombs on the Attacker's Bomber Roster detailed [here](#).



Scenario 9: Dunkirk

SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long table edges being designated the north and south edges. The table is divided into three sections; the first 24" from the north are Deep Water, from 24–36" is Shallow Water and the remaining 12" leading to the southern table edge is the sand of the beach itself. A jetty, 2" wide, runs directly north from any point on the beach to protrude 4" into the Deep Water section.



French Army MMG team

DEPLOYMENT

The Allied player must deploy his entire force on the board. One unit may deploy along the jetty, two units may deploy in the Shallow Water, the remainder must deploy on the beach.

SPECIAL RULES

THE WARSHIP

A Royal Navy warship, perhaps a corvette or other small warship depending on what the player has available to represent it, is currently at anchor alongside the jetty. The warship can only occupy deep water, and consequently only 4" of it may be in contact with the jetty. The warship may embark one unit per turn and is not limited by the number of units which can embark on it. When the Allied player elects to cast off with the warship and sail for England, he must declare this at the end of any turn. The next turn, the warship remains in place but cannot embark any more units as its lines are cast off and it prepares to sail. The turn after, the warship moves forwards until its bow is touching the northern edge of the board. The turn after that (i.e. three turns after the decision to cast away) the warship and its embarked units are removed from play.

The warship also has four separate anti-aircraft gun turrets, each counting as a *flak* capable heavy autocannon. As long as the warship is on the table, these weapons may attack enemy aircraft carrying out Attack Runs. Each turret may only be used once per turn, but if the Allied player wishes, multiple turrets may be used on the same target. The German player may elect to target the warship itself in an attempt to sink it. If the warship is hit, it counts as having a Damage Value of 10 and it must be hit three times to sink it.



Stuka! The Luftwaffe pound the beaches at Dunkirk

THE ARMADA

A vast armada of boats and ships, both military and civilian, has sailed from England to evacuate the Allied soldiers on the beaches. Boats of every size took part in the evacuation. For the sake of simplicity they are presented here as small boats and large boats. Boats in this scenario do not require order dice. At the beginning of each turn every empty boat will move directly towards shallow water where it will wait until it has taken on enough passengers: at least one unit in the case of small boats, at least two units for large boats. Boats can wait until they are at their full passenger load, but are not obliged to do so. Once enough passengers are on-board, boats will move directly towards and off at the north end of the table, again at the beginning of each turn. Embarking on a boat uses the same principle as entering a building, i.e. as long as one member of the squad can board, the whole squad can.

At the end of each turn, the Allied player rolls a single die and consults the table below to see how many boats arrive at the beginning of the next turn.

Boats arriving at the beginning of the turn enter the table at the northern edge.

Die Roll	Boats Arriving Next Turn
1	None
2–3	One small boat
4–5	One large boat
6	One small boat and one large boat

PREPARATORY BOMBARDMENT

The Luftwaffe have already managed to get the first attack wave in on the beaches. The German player receives a preparatory bombardment as described on page 131 of the *Bolt Action* rulebook. A second wave then attacks before turn 4. As both of these waves represent medium level bombing rather than the low level aerial fights directly above the beaches, they cannot be intercepted by fighter counters or AA.

DEVASTATED MORALE

The Allied forces are all but crushed, having endured heavy casualties and the surprise of the rapid German assault. All Allied units begin with 1D3 pin markers in addition to any pins received from the preliminary bombardment.

ENDLESS QUEUES

The table represents only a tiny segment of the beach; the Dunkirk evacuation is a huge, sprawling affair with tens of thousands of men queuing at any one point. Every Allied unit which is eliminated is replaced by the same unit which enters the board via the southern edge with a *Run* or *Advance* order, at the start of the next turn.

LUFTWAFFE REINFORCEMENTS

At the end of turns 2, 3, and 4, the German player rolls 1D6 and consults the table below for reinforcements:

Dice Roll	Reinforcements
1	Resources are stretched – no reinforcements this turn.

2	One Fighter counter
3	One Dive Bomber order die
4	One Fighter counter and one Dive Bomber order die
5	Two Dive Bomber order dice
6	Two Dive Bomber order dice and one Medium Bomber order die

Note that whilst there is no upper limit on the number of fighter counters the German player may possess, he may never have more than eight order dice at any point to represent the difficulties of coordinating bomber aircraft in a finite amount of airspace. If reinforcements result in more than eight order dice being present, the German player must elect which order dice to dismiss from his Attacker's Bomber Roster; i.e. whether to dismiss a dive bomber or a medium bomber, whether it is a bomber which has already dropped its bombs etc.

OBJECTIVE

The Allied player must remove as many units as possible from the table via the warship and the boats. The German player must stop him.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game, count up the number of Victory Points and consult the table below to determine who the winner is. The Allied player scores one victory point for each unit which successfully leaves the board via the northern edge, and a further two victory points if the warship survives the game.

Allied Victory Points	Result
0–5	German Victory
6–8	Draw
9+	Allied Victory

NEW UNITS

Infantry units in this scenario differ only in terms of their experience level. Other unit features are only present to give colour and historical context. However, given the diversity of units which were present at the Dunkirk evacuation, this is also an opportunity to introduce some new units into the game.



BEF 18/25 pdr field gun

SMALL BOAT

When the British Ministry of Shipping put out the call on 27 May for all available shallow draft boats to ready themselves for the Dunkirk evacuation. Hundreds were made ready and sent to Ramsgate. Whilst a small number were manned and operated by their owners, the majority were crewed by officers and ratings of the Royal Navy. The smallest of these was the *Tamzine*, a single mast fishing boat of 14.7'. She is now preserved and on display at the Imperial War Museum, London.

Cost	30pts (Inexperienced), 35pts (Regular), 40pts (Veteran)
Weapons	None
Damage Value	5+
Transport	Up to 10 men
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Slow - Open topped

LARGE BOAT

The flotilla of 'Little Ships' at Dunkirk also included tugs, life boats, steamers, and coasters. Ships under Dutch and Belgian flags also played a great part in the historic evacuation. Overall, approximately 700 private vessels were used in the evacuation. This entry represents a slightly larger tug, yacht, or life boat.

Cost	40pts (Inexperienced), 45pts (Regular), 50pts (Veteran)
Weapons	None
Damage Value	6+
Transport	Up to 20 men
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Slow - Open topped



BEF A10 Cruiser Mk II

THE AFTERMATH

The narrow stretch of water between England and France was host to a constant flow of seaborne traffic until 4 June. The docks, harbour, beaches, and ships came under constant bombardment from the Luftwaffe as the BEF and the remnants of the French 1st Army were slowly taken across the English Channel. The first French soldiers to be evacuated in significant numbers were not taken on-board the ships until 30 May, despite agreements between Churchill and Reynaud that British and French troops would be evacuated in equal numbers wherever possible.

A total of 861 vessels were used to evacuate over 338,000 soldiers. Of those rescued, some 198,000 were British whilst 140,000 were French and Belgian. The BEF left behind 68,000 dead, wounded, and missing. However, whilst the British had paid a huge price in losses, the rear-guard who defended the beaches at Dunkirk to the very last were, for the overwhelming majority, French soldiers. Despite the enduring and romantic myth of the little ships rescuing the Allied soldiers from the beaches, the majority of those rescued were actually taken to England aboard Royal Navy warships and large merchantmen, and most were taken from the harbour rather than the beaches.

June 4th saw the BEF defeated. Whilst thousands of British soldiers were still trapped on French soil, further evacuations throughout the month would see another 192,000 Allied soldiers shipped to Britain. Despite Churchill's famous speech about fighting on the beaches, delivered on 4 June in the wake of Dunkirk, the British Prime Minister also warned that:

"We must be very careful not to assign to this deliverance the attributes of a victory. Wars are not won by evacuations."

But the British Army was defeated and routed from French soil. The Belgian army had surrendered and the nation was now under German occupation. France was truly alone.

THE FINAL DEFENCE



General Weygand had seen the Battle of France commence with roughly as many units as he faced. The German Army was now able to muster some 142 divisions compared to Weygand's 64 divisions, 45 of which were infantry divisions. There was still some support from Britain in the form of the 51st Highland Division near the Somme. The German offensive continued on 5 June with *Fall Rot* (Plan Red) which saw a renewed push towards the south in an attempt to break through the line running along the Somme and Aisne.

However, the fight was far from over. French forces had fallen back to re-establish a line of defence closer to their support bases and supplies, and were now reinforced by 112,000 soldiers who had been repatriated from Britain. German Army Group B attacked Paris with 47 divisions, but was unable to penetrate the French defences. On 9 June, Army Group A attacked the French defences at the Aisne. Supported by the Luftwaffe, who now dominated the skies over France, German attacks now successfully punched holes in the French lines and the advance renewed. On 10 June, despite a continuing and valiant defence by the French army, the French government declared Paris an open city. On 12 June, the British 51st Highland Division surrendered. Two days later, Paris fell. To the east, German Army Group C prepared to join the advance – Operation *Tiger* commenced on 15 June, which saw seven divisions supported by artillery and aircraft advance against the famed French Maginot Line.

SCENARIO 10: THE MAGINOT LINE

The French 4th Army was already commencing a retreat from the Maginot Line when German forces attacked on 15 June. With many of their men already having retreated or been relocated to the fighting at the Somme, a vastly outnumbered core of bold defenders stood their ground to man the fortifications. German forces have advanced east and are isolating and eliminating each fortification as they move. Protected by their modern defences but surrounded and outnumbered, the French defenders prepared to hold off the German assault for as long as possible.

FORCES

This scenario is designed to be played between an attacking German force and a defending French force. The German player has a 100% points advantage over the French player (e.g. if the French player has 500pts, the German player may have 1000pts). French reinforced platoons are chosen from the Battle of France 1940 list on page 34 of the *'Armies of France and the Allies'* book. German reinforced platoons are taken from the 1940 – The Battle of France list on page 82 of the *Armies of Germany* book, the Krafradschützen Reinforced Platoon Theatre Selector [here](#) of this book, or the 1940 Panzer Division Armoured Platoon [here](#) of this book. German reinforced platoons may take one extra Heer Pioneer Squad in addition to any mentioned in the Theatre Selectors listed above.



German Pioniers attempt to breach the fearsome defences of the Maginot Line

SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long edges being designated the French and German edges. Two bunkers are placed 6" from the French edge, no closer than 12" from each other. The bunkers may only house one unit at a time. A trench line runs from short edge to short edge, 2" in front of the two bunkers. Eight strips of barbed wire, each measuring 6" long, are placed 6" from the German table edge to form a broken line from short edge to short edge, the lines of barbed wire are placed by the French player. In between the trench and the barbed wire line, the French player may place four minefields and four lines of Dragon's Teeth (see special rules below).

DEPLOYMENT

The French player begins with at least half his forces set up anywhere between his own table edge and up to and including the trenchline. Up to one unit may begin the game inside each of the bunkers in the French set up area. The remainder of his forces are in reserve (see page 132 of the *Bolt Action* rulebook).

The German player starts with all his forces off table and must designate at least half his units as the first wave. The remainder are in reserve. Outflanking may be attempted.

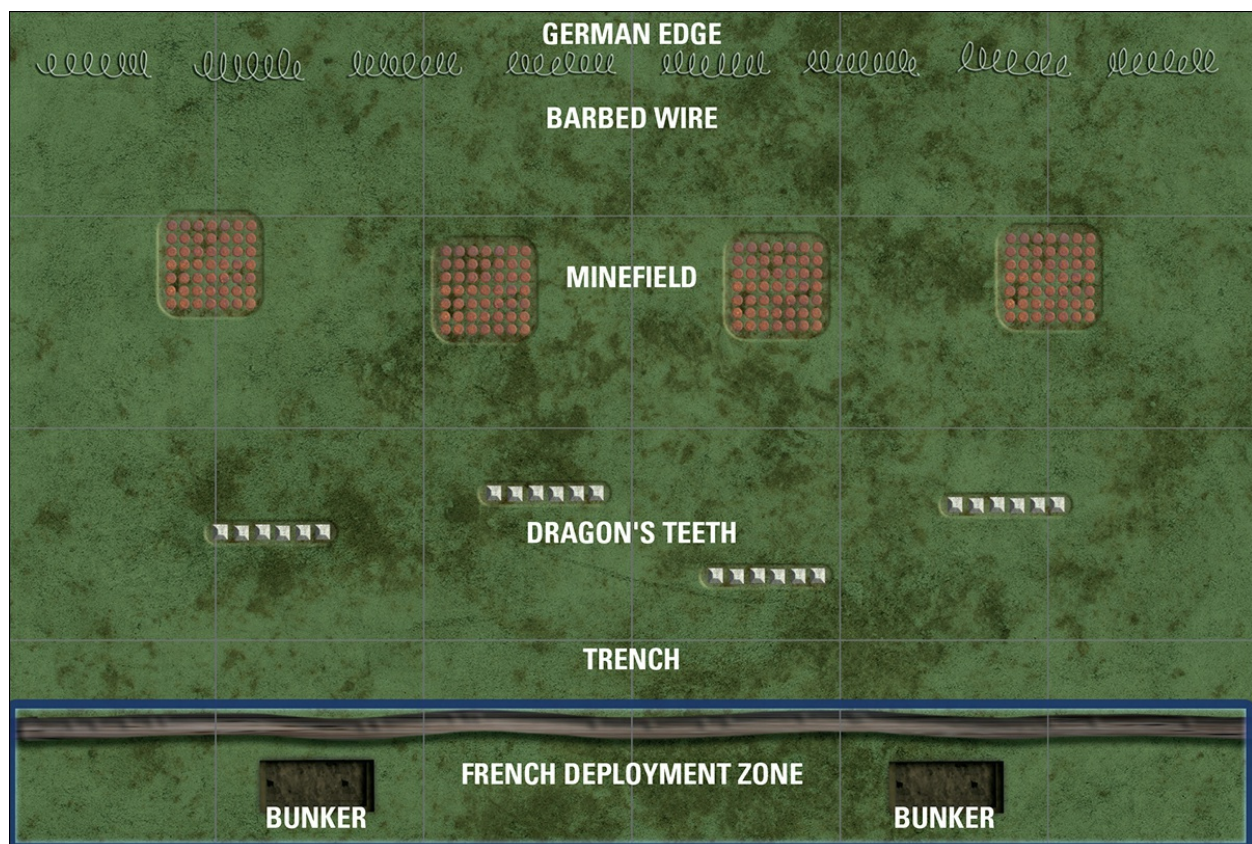
SPECIAL RULES

AIR SUPPORT

The German player receives one free Regular air observer.

PREPARATORY BOMBARDMENT

The German player mounts a Preparatory Bombardment (*Bolt Action* rulebook page 131). Roll a die for each strip of barbed wire and Dragon's Teeth – on the roll of a 6, it has been destroyed by the bombardment and is removed.



Scenario 10: The Maginot Line

DRAGON'S TEETH

Dragon's Teeth are truncated pyramids of reinforced concrete which were used

during the Second World War to impede vehicles on the approach to defensive positions. They consist of strips measuring 8" x 1" and are impassable to vehicles and artillery. As well as being destroyed by preparatory bombardments (see above), Dragon's Teeth can also be cleared by engineers (or pioneers), who must spend a full turn in contact with the strip, on a *Down* order.

OBJECTIVE

French forces are attempting to stop the German advance. German forces must eliminate the French opposition.



German Pionier flamethrower team

FIRST TURN

The battle begins. During turn 1, the German player must move his entire first wave onto the table. These units can enter the table from any point along the German player's long table edge and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that

side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The French player claims two victory points for each enemy unit destroyed. The German player claims one victory point for each enemy unit destroyed and five victory points for each bunker which is unoccupied by French forces at the end of the game.

THE AFTERMATH

Facing a bitter and determined defence, German progress through the Maginot Line was slow and costly. However, five divisions simultaneously assaulted the Colmar area by crossing the Rhine and pushing French units back towards the Vosges Mountains. After two days of fighting, the French 104th and 105th Divisions had been forced back into the Vosges Mountains as German units reached the Swiss border, cutting off the Maginot defenders from any hope of reinforcement. Realising that the battle was lost, many units surrendered to the Germans on 25 June, resulting in some 500,000 French soldiers being taken prisoner. However, many refused to capitulate despite orders to the contrary and some French fortifications remained manned and active until 10 July. However, the valiant gesture was not enough – the Battle of France was lost.



A French casemate in the Maginot Line feels the heat of a German flamethrower

IRRENDENTISMO ITALIANO



Italian Prime Minister Benito Mussolini had watched the events in France unfold with great interest. As leader of the National Fascist Party he shared many beliefs and opinions with Adolf Hitler and so an alliance with Germany seemed inevitable. Attempts had been made by both France and Britain to draw Italy away from siding with Germany, but a strong feeling of 'Betrayed Italy' pervaded after many fascist Italians felt their nation had not been given what it deserved after the First World War. After witnessing the string of German victories in the opening rounds of the Second World War, Mussolini declared war on France and Britain on 10 June 1940.

Italy's interests lay in both Europe and North Africa. Mussolini knew Italy could not face the British Empire in open war but hypothesized that if France were to fall, Italy's numerically strong forces in North Africa had a good chance of defeating the British. Mussolini also claimed that parts of the Balkans, as well as French held Corsica, Nice and Savoy should all belong to Italy. This 'Italian irredentism' drove Mussolini to declare war, but he waited until the point he believed Germany had already driven France and Britain to their knees and he could sweep in for an easy victory at the last moment.

Debate raged between French ministers over whether to fight on or seek an armistice. One of the chief advocates of surrendering was Deputy Prime Minister Petain, who swung those undecided to join his argument. Reynaud resigned, and Petain was appointed as the new Prime Minister of France on 16 June. The French government announced on 17 June that it would seek an armistice with Germany. Four days later, with this armistice about to be signed, Italy launched a major offensive against France, made up of over 20 divisions and their support which constituted the Italian Army Group West. Believing French morale to be low and that most defenders would already have fled, the lead elements of the Italian First and Fourth Armies advanced confidently across the Alpine front.

SCENARIO 11: THE BATTLE OF THE ALPS

80,000 Italian soldiers, spearheaded by the Fourth Army, advanced towards French defensive positions on 21 June. A series of mountain passes winding through the glaciers were utilized to transport the Italian Army Group West towards their first objectives. Encountering far stiffer resistance than anticipated, the men of the Alpine Corps and I Army Corps pushed towards their objectives but received heavy fire from the French mountain fortifications. Rather than the predicted light defence which would easily crumble, the Italian invaders found themselves facing blockhouses manned by determined defenders, reinforced by tanks and artillery.

This scenario sees Italian forces attempting to secure a pass through the mountains in order to outflank a major defensive position. Their attempt to bypass the defences has been detected and a French force has been dispatched to stop them.

FORCES

This scenario is designed to be played between an attacking Italian force and a defending French force. Forces are of equal size. French reinforced platoons are chosen from either the Battle of France 1940 list on page 34 of the *'Armies of France and the Allies'* book or the Chasseurs Alpains Reinforced Platoon (see [here](#)). Italian reinforced platoons are taken from the Italian Army Group West list (see [here](#)). The only vehicles and artillery which may be used in this scenario are mules and light artillery, all other vehicles and artillery may not be used.

SET-UP

This scenario is played on a 6' x 4' gaming surface, with the long edges being designated the French and Italian edges. A glacier peak dominates the very centre of the table. It has a radius of 12", blocks line of sight and is impassable – however, indirect fire weapons may be fired over the peak. Two similar peaks are placed half way along each of the short table edges, again these are impassable

and block line of sight. The placing of the three peaks forms two mountain passes between them. The entire table is covered in snow, with isolated groups of trees across the table. One of the mountain passes is heavily wooded whilst the second is relatively open ground. Rocky outcrops and smaller peaks should be placed in the first 12" from each long table edge.

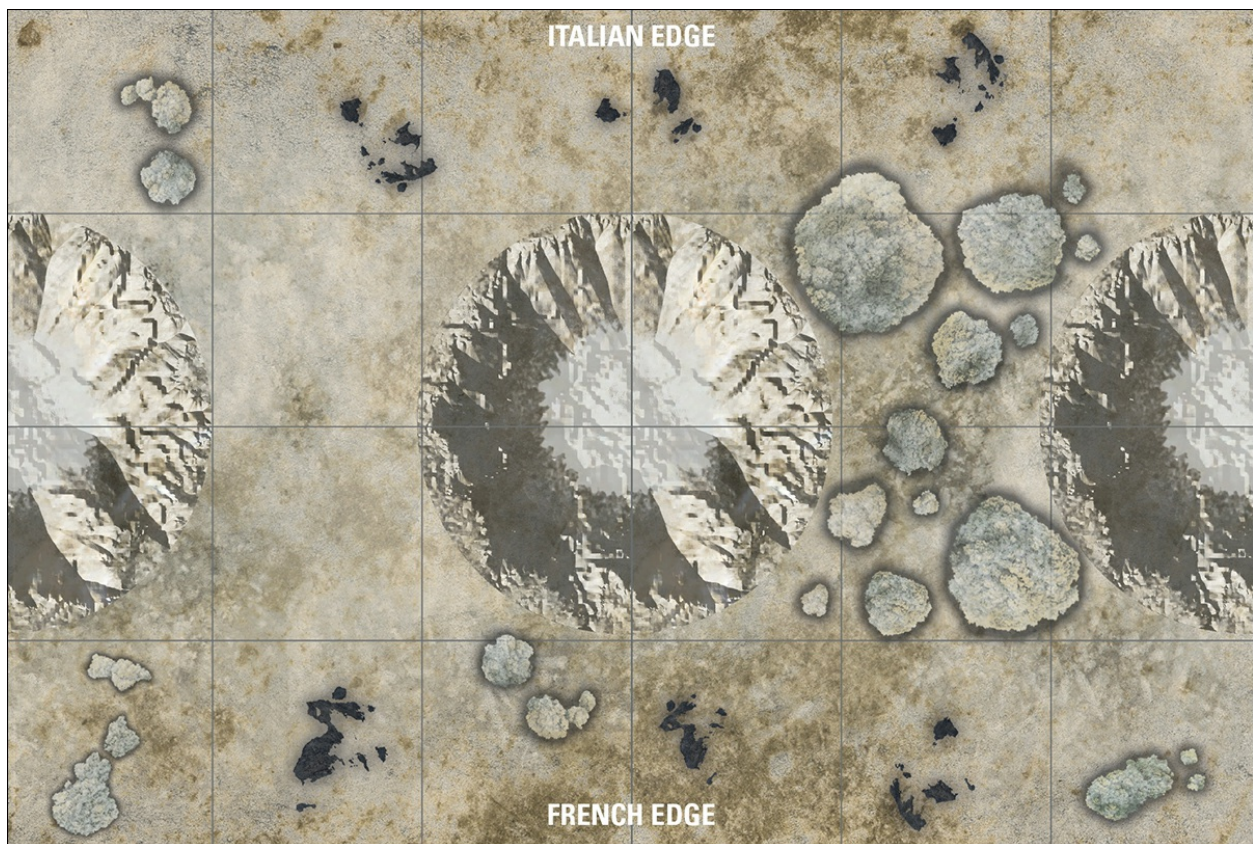
DEPLOYMENT

Both players start with all their forces off table. The Italian player must designate at least half his units as his first wave, whilst the French player may only designate up to half his units as his first wave. The remainder are in reserve (see page 132 of the *Bolt Action* rulebook). Outflanking may not be attempted.

SPECIAL RULES

SNOW

The entire table is covered in snow and counts as rough ground (see page 46 of the *Bolt Action* rulebook).



Scenario 11: The Battle of the Alps

FROSTBITE

Attacking across exposed ground high up in the mountains, Italian forces were crippled by over 2,000 frostbite casualties. The Italian player's forces are subject to the Frostbite rules [here](#) of this book.

LACK OF PREPARATION

The crippling number of cold weather casualties suffered by Italian forces was indicative of the lack of preparation to face the elements. The Italian player may only buy cold weather clothing for officers and Alpini sections.

THE MOUNTAIN PASSES

Two small mountain passes have been identified as potential routes for the Italians. The Objective Zones – the mouths of the passes – are squares measuring 6" by 6", with their centre being located mid-way between the French and Italian table edges.

OBJECTIVE

Italian forces must control either of the Objective Zones by the end of the game. French forces must stop them.

FIRST TURN

The battle begins. During turn 1, both players must move their entire first waves onto the table. These units can enter the table from any point along their long table edges and must be given an *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

The Italian player wins by having a unit inside either Objective Zone by the end of the game, and ensuring the same Objective Zone is clear of French units. Any other result is a French victory.



Italian Officer Team

NEW UNIT

MULE TEAM

Throughout the ages, mules have proved to be a reliable method of transport. In World War II mules continued to serve all armies in this role, assisting in moving equipment, munitions, and wounded soldiers through mountain and jungle terrain.

They are treated as a towing vehicle, except that they move as infantry.

Mule Teams count as tows for the purpose of the generic Reinforced Platoon Selector from the Bolt Action rulebook, or in any Theatre Selector for any nation which could logically take one! (e.g. Commando trained mules and air dropped mules would be considered 'gamey' and should be avoided).

Cost	4 pts (Inexperienced), 5 pts (Regular), 6 pts (Veteran)
Weapons	None
Damage Value	3+ (literally soft skinned)
Tow	Any light gun or light howitzer
Special Rules	- Stubborn as a mule: When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order die to Down and add one pin marker to the team. This rule does not apply if Fubar is rolled.

- Gun assembly: To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit receives a pin marker. When the gun is limbered, the mule team (and consequently the 'transported' artillery unit) receives a pin marker.

TOP SECRET

LIEUTENANT JEAN BULLE

Born in Pontarlier in September 1913, Jean Bulle was the son of a French army officer who became a postman after the end of the First World War. Bulle joined the French army in 1934, carrying out his officer training at the Saint Cyr Military School before commissioning as a junior officer in 1937. His first year of service was with the 60th Infantry Regiment – his father's regiment – before he transferred to the 70th Alpine Fortress Battalion (BAF). Quickly adapting to his new, specialist role, Bulle became proficient at skiing and climbing during arduous training exercises at the Chamonix Mountain School.

In February 1940, Bulle took command of a company of the newly formed 80th BAF, which had detached from the 70th, in Savoie near the Italian border. His new unit was charged with the defence of the Col de la Seigne. As hostilities with Italy drew closer, Bulle set up a four man observation post at the summit of *Petite Aiguille des Glaciers*, some 3,500 metres above sea level. His men observed and reported the deployment of the Italian 2nd Alpine Division, which resulted in the French defences in the region being prepared for the Italian attack when it was launched. Two Italian assaults were repulsed on 14 June and 16 June, with the men of the SES being ordered to withdraw on the 18th. Bulle and his men were ordered to hold the *Col de l'Enclave*, out of range of support from French bunkers and machine guns.

On 20 June Bulle led two sections of SES mountain soldiers to prepare defensive positions, digging in VB launchers in the glen and climbing the 2,900 metre summit of the *Tête de l'Enclave*. The Italian attack came on 22 June. Recovering an FM24/29 light machine gun from one of his men, Bulle led from the front and was credited with eliminating 30 Italian soldiers. His men stopped two Italian assaults dead in their tracks before the armistice ended the fighting. Bulle was awarded the *Légion d'Honneur*, the highest French award for bravery, for his actions.

Bulle became a commander of *maquis* forces in Savoie, commanding nearly 3000 men as a *Chef de Batallion*. He was betrayed and murdered by German officers in August 1944, whilst under the pretence of negotiating the surrender of the German garrison in Albertville.

Bulle counts as a First Lieutenant for the purpose of the generic Reinforced Platoon

Selector from the *Bolt Action* rulebook. He also counts as a First Lieutenant for the Chasseur Alpins Reinforced Platoon (see [here](#)).

Cost	100pts (Veteran First Lieutenant)
Composition	1 officer and up to 2 other men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- Bulle may be accompanied by up to two men at a cost of +13pts per man - Bulle may be given a light machine gun for +20pts. Another soldier becomes the loader
Special Rules	- Skis: Ski troops ignore movement penalties for snow and other winter conditions - True Grit: Bulle's inspirational leadership motivates his men to act in the face of the harshest conditions. Any platoon including Bulle which suffers Frostbite casualties may ignore one casualty of the French player's choice.

THE AFTERMATH

Army Group West were able to move thousands of men, supported by guns and vehicles, up through the mountains towards their objectives. Resistance was varied. Where the French were dug in, Italian casualties were heavy. However, outnumbered and with limited resources, the French line was thinly spread in places and Italian units were able to punch through areas with minimal or no defence. However, the attacks were poorly coordinated and succeeded in very little territorial gains, resulting in a deeply humiliated Mussolini chastising his troops. Italian Foreign Minister Galeazzo Ciano wrote:

"...our troops have not made a step forward. Even today, they were unable to pass, and stopped in front of the first French strong point that resisted."

However, it is unfair to lay the blame of failure solely on Italian shortcomings. The qualities of the French defence also played a huge part in the outcome of the operation. The French front lines were manned by *Chasseurs Alpins* who were completely in their element in the cold, mountainous terrain and the Maginot Line fortifications were strong, modern and manned by specialist fortress troops who knew their role. Whilst the Maginot Line fortifications along the German border were largely bypassed, the Italians were afforded no such luxury due to the terrain, a problem which was then compounded by the inability of Italian artillery to deal with the strongest and most modern fortifications in the entire world.

Shortly after transmitting a formal request to Germany for an armistice, France also contacted the Italian government to request a similar ceasefire in an attempt to 'find together the basis of a lasting peace'. Mussolini's demands in the following negotiations were considered too light by Hitler, who proposed that the Italians demand more in the peace settlement with France. The Franco-Italian armistice established a demilitarized zone. The Italian occupation zone was miniscule when compared to Germany's territorial gains, some 830 square kilometres. Historians still debate the reasoning behind Mussolini's light demands following the ceasefire, with reasons ranging from his 'sportsmanlike' attitude to a worthy foe, or his humiliation at barely breaking open the defensive line of a foe he considered to be already beaten. Vastly outnumbering the French

along the Alpine front, the Italian army had suffered nearly 4000 casualties in battle compared to France suffering less than 250. France was defeated, but again proved its resolve to go down fighting.



French troops patrol the snowy Alpine passes

BIRTH OF THE RESISTANCE





French snipers go to work amongst burning armour

With newly inaugurated Prime Minister Petain immediately calling for the surrender of his nation, announcements were made over civilian radio stations to promulgate the word. As word of surrender spread across the nation, many units of the French Army followed the orders promulgated through their chain of command and lay down their arms. But not all French military units were ready to give up just yet.

The 10,000 troops of German 1st Cavalry Division under the command of *General der Kavallerie* Kurt Feldt was advancing towards Saumur, some 200 miles southwest of Paris, on 18 June. Saumur was home to the *Ecole de Cavalerie*, the French army's school for training cavalry officers which had been established by Louis XV in the eighteenth century. Most of the school's officer cadets had already been sent to front line units to act as junior commanders in the field, but some 800 officer cadets in their teens, many of whom had only been in the army for some three months, remained at Saumur under the command of First World War veteran Colonel Charles Michon. On 17 June, Petain ordered the surrender of all French military units. Michon called his remaining staff together and declared his intentions to disobey this order, for the honour of his nation and the college. His staff unanimously agreed to fight by his side. The predicament was briefed to the young cadets of the college, who all volunteered to stand and fight, despite Michon's honesty in telling them that it would mean their certain death. Cobbling together men from other training schools, retreating units and engineers, Michon assembled a defensive line along the Loire River, pitting his 2,200 men supported by a handful of armoured vehicles and artillery against the full might of Feldt's cavalry division.

SCENARIO 12: THE BATTLE OF SAUMUR

Reports came in at approximately 2100 on 18 June that German forces were only 20km away from Saumur. The first German units arrived shortly before midnight, comprising of motorcycles and armoured cars accompanying the only horse mounted Division in the German Army – although these soldiers would dismount before combat. The French engineers immediately set about detonating the bridges over the Loire, forcing the Germans to attempt river crossings under fire, which continued into the next morning. Moving artillery and reinforcements up, the Germans commenced a bombardment of Saumur itself.

FORCES

This scenario is designed to be played between an attacking German force and a defending French force. The German player has a 50% points advantage over the French player (e.g. if the French player has 500pts, the German player may have 750pts). French reinforced platoons are chosen from the Defence of Saumur Reinforced Platoon (see [here](#)). The French also receive one free Regular 10-man French Engineer unit with no upgrades. German reinforced platoons are taken from the 1940 – The Battle of France Reinforced Platoon on page 82 of *Armies of Germany*, but the following units may not be taken: Waffen-SS, 88mm AA/AT Flak 36, any tanks, tank destroyers, assault guns, or self-propelled artillery.

SET-UP

This scenario is played on a 6' x 4' gaming surface. The long edges are designated the French and German edges. A river, 12" across, runs straight across the table from short edge to short edge. The river runs across the centre of the table, with each of its banks being 18" from the long table edges. The river counts as Deep Water (see [here](#)). A bridge, 6" wide, runs across the centre of the river with a road running directly to each end of the bridge from both long table

edges. Residential buildings are set up within 12" of both long table edges, leaving open ground leading to the river banks.

DEPLOYMENT

The French player begins with at least half of his forces set up anywhere up to 12" from his table edge. The French engineer unit must be placed on the centre of the bridge. The remainder of his forces are in reserve (see page 132 of the *Bolt Action* rulebook). The German player starts with all of his forces off table and must designate at least half his units as the first wave. The remainder are in reserve. Outflanking may not be attempted.

SPECIAL RULES

AMBUSH

Any French unit may begin the game in *Ambush*.

DUG IN

French units may be *Dug In* using the rules [here](#) of this book. French units beginning the game in buildings may not be dug in.

BOATS

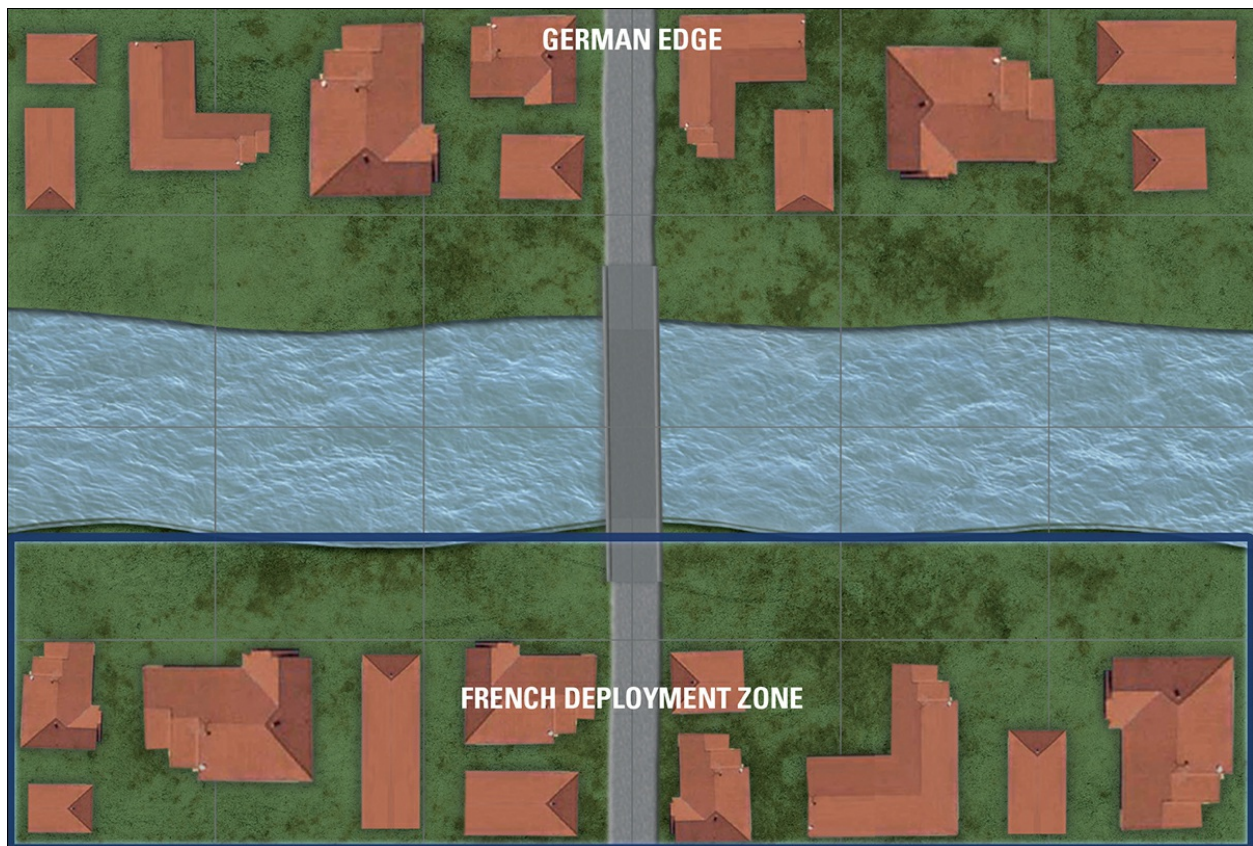
The German player receives one free Regular Boat or one Regular Floßsack 34 (see [here](#) and [here](#)) for each two infantry units in his force. Any upgrades for boats must be paid for. A boat may be carried over land by any infantry unit of at least four models, but they may not fire weapons whilst moving.



German Army 2cm Flak 38

THE BRIDGE

French engineers are already in position and finishing setting the explosive charges on the bridge. Place a counter or marker with the engineer unit to represent the explosive detonator. The engineers must spend turn 1 with a *Down* order. This completes setting enough explosive charges to give a fair chance of destroying the bridge. However, every subsequent turn spent on the bridge with a *Down* order will result in more explosives being placed and will increase the chance of a successful detonation. Once the French engineers move clear of the bridge (and they **must** move clear of the bridge to detonate; they are brave but not suicidal!) they may attempt to detonate the explosives as soon as they are activated on a subsequent turn. Roll a single die – on a 4+, the explosives detonate destroying the bridge and any unit on it. For every turn the engineers spent on a *Down* order setting charges after turn 1, add one to the die roll. A roll of a 1 is always a fail. If the engineers are killed, any other unit may move to the detonator marker and attempt to set off the explosives. If the roll to detonate fails, there is no re-roll in subsequent turns.



Scenario 12: The Battle of Saumur

PREPARATORY BOMBARDMENT

The German player mounts a preparatory bombardment. See the rules on page 131 of the *Bolt Action* rulebook.

OBJECTIVE

German forces must cross the river and eliminate French forces. French forces must stop them.

FIRST TURN

The battle begins. During turn 1, the German player must move his entire first wave onto the table. These units can enter the table from any point along the German player's long table edge and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3 the game ends, on a roll of 4, 5, or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The French player scores two victory points for each enemy unit destroyed (boats do not count towards this total). The German player scores one victory point for each enemy unit destroyed. The German player also scores two victory points for each German unit which ends the game in the French deployment zone – again, boats do not count towards this total.



French Army light mortar team

THE AFTERMATH

The fighting continued as German forces attempted river crossings along various sections of the Loire. One of the French headquarters was located at Aunis farm, just over a mile away from the Loire. As German forces advanced, the farm HQ came under heavy machine gun and mortar fire. French cadets swept forwards to engage the German weapon pits, but it was clear that the numerical superiority of German forces would be impossible to beat.

Despite the brave defence offered by the young cadets of Saumur and their accompanying force, the German First Cavalry Division was able, in some places, to cross the Loire and encircle the town. Two of the five French tanks were destroyed by artillery, and two of the barns of the Aunis farm were set ablaze. The French finally abandoned their positions in the afternoon, before they were surrounded. However, the decision was taken by German command to bypass Saumur rather than suffer more casualties – a standard operating procedure routinely carried out when encountering centres of resistance during Blitzkrieg assaults. By the end of the battle, 79 French cadets had been killed in the fighting; the total number of French casualties numbered some 250. German casualties amounted to over 130 dead and some 300 wounded. The defence of Saumur would pass into legend for the French as a brave and noble symbol of resistance. For the German Army it was but another French delaying action at another river in the last hours of the campaign.

Michon and his cadets were taken prisoner by the Germans. The two forces then worked alongside each other to assist the wounded and recover the dead from both sides. German forces entered Saumur on 21 June – the next day, the armistice was signed. Two hundred and eighteen officer cadets captured by the Germans were released over the next few days. With France now divided into occupied and ‘free’ zones, the cadets marched south and crossed the border into *Zone Libre*, their path flanked by lines of German soldiers stood to attention out of respect of their brave defence of Saumur. The town and its college were liberated in August 1944 by soldiers under the command of an ex-Saumur student – US Army General George Patton.

LEUTNANT DER RESERVE GEORG MICHAEL

As a relatively unknown figure in the vast annals of the German Army, little has been recorded about the life of Georg Roland Burchard Michael. Born in February 1917 in Hamburg, Michael is not known to have hailed from a particularly affluent background and so enlisted in the non-commissioned ranks of the German Army shortly before the outbreak of war. By the time of the German invasion of Poland in September 1939, Michael was a *Wachtmeister* (Cavalry Sergeant) in Reiter-Regiment 2. His conduct during the Polish campaign resulted in him being commissioned as a *Leutnant* (Second Lieutenant) in April 1940.

During the Battle of France, Michael fought in 6/6 Reiter-Regiment 22 and was present at the Battle of Saumur. He led his men in the capture of a bridge at Le Port Boulet on 20 June and later took a second bridge at Chanon. For his actions at Saumur he was promoted to *Oberleutnant* (1st Lieutenant) and awarded the coveted Knight's Cross. He took command of the 6th Company, Panzergrenadier Regiment 24 and was awarded Oak Leaves to his Knight's Cross for his bravery and leadership during the Battle of Stalingrad. After recovering from wounds sustained in combat he was again promoted, to *Rittmeister* (Cavalry Captain) and in August 1943 took command of II. Battalion Panzergrenadier Regiment 26. He was wounded for the eighth time in combat on 17 January 1944, and succumbed to his wounds in hospital at Odessa two days later. Michael was posthumously promoted to Major der Reserve.

Michael can replace the 'Lieutenant – First or Second' option in the Generic Reinforced Platoon Selector or any of the following Theatre Selectors for standard scenarios: From Armies of Germany: 1939 – The September Campaign, 1940 – The Battle of France, 1941 – Operation Barbarossa, 1942 – Stalingrad, Death on the Volga, 1944 – Defence of the East.

Cost	100pts (Veteran First Lieutenant)
Composition	1 officer and up to 2 other men
Weapons	Pistol, submachine gun, or rifle as depicted on the models
Options	- Michael may be accompanied by up to 2 men at a cost of +13pts per man
Special Rules	- Tank Killer: Michael was twice awarded the Tank Destruction Badge in silver for single-handedly destroying an enemy tank. Michael and his command unit count as Tank Hunters, and employ +2 (in addition to any other modifiers) to the dice roll when working out whether a successful hit on a vehicle during an assault results in damage.



**'...SUCH A
VALIANT
OPPONENT'**



At 18:36 on 22 June, the armistice between France and Germany was signed. Hitler chose the Compiègne Forest as the site for the final, one-sided negotiations – the same site which had seen the signing of the 1918 Armistice which had ended the First World War and enforced a series of crushing and humiliating terms onto Germany. To leave absolutely no doubt as to his intentions, Hitler even insisted on the use of the ‘*Compiègne Wagon*’, the railway car in which the first armistice was signed in 1918. This car was relocated to Berlin as a trophy and destroyed in 1945. This was in direct contrast to one of the opening statements of the 1940 Armistice:

“However, Germany does not have the intention to use the armistice conditions and armistice negotiations as a form of humiliation against such a valiant opponent”

For Hitler and many Germans, this was moving some way towards repairing the humiliation of 1918, as many blamed the French for the terms of the Versailles treaty which contravened the terms of the actual armistice, and the continuing sanctions placed upon Germany in the inter-war period.

The terms of the 1940 armistice were nothing short of crippling. Some three fifths of French soil would be occupied by Germany, north and west of Geneva and Tours. This granted the German navy access to all of the French ports on the Atlantic coast and English Channel. The French would also pay 400 million francs per day as an occupation cost. The soldiers of the French army would remain Prisoners of War until the cessation of all hostilities – many believed that Britain would soon capitulate and so this term saw very little argument from the French delegation, although in actual fact it resulted in some one million French soldiers being imprisoned in POW camps for five years, whilst thousands more were employed in the *Service du Travail Obligatoire* forced labour programme. However, 23,136 French soldiers from border regions were released for recruitment into the Wehrmacht, and around 10,000 Frenchmen still volunteered for service in the SS.

To alleviate the administrative burden of running one of the most modern and powerful nations in the world, a French government was established at Vichy which ruled over the Free Zone of France, albeit as a puppet state under Germany. The government was led by Petain who, voted in by a clear majority and given executive powers, wrote his own constitution and collaborated with Germany until France’s liberation in 1944. Petain ordered the arrest of his predecessor, Reynaud, and handed him over to the Germans. Reynaud was

initially imprisoned in Sachsenhausen concentration camp before being moved to Itter Castle along with other high profile political prisoners, where he remained until his release in May 1945, following one of the strangest battles in the whole war which saw defecting Germans fighting alongside the US Army against a Waffen-SS force.

The cost of the Battle of France was immense. Germany suffered over 46,000 dead (including casualties who later died of their wounds, and missing personnel), as well as 111,000 wounded. Three thousand Dutch soldiers were killed in the early stages of the fighting, along with 7,500 Belgian soldiers killed. British deaths amounted to some 5,000, with approximately that number again lost with the sinking of HMT *Lancastria*. It was the French army, however, who suffered the worst loss of life: 120,000 dead and 230,000 wounded – again, many of whom later died of their wounds. The speed in which the campaign was successfully concluded was not only a complete surprise to the Allies – the German Army was also taken aback by how quickly the invasion was resolved. Historians still debate today over how and why a nation so powerful as France could fall so quickly. Many point the finger of accusation at French higher command and a lack of resolve and fighting spirit from French generals and politicians who could have done far more to support the brave Frenchmen on the frontlines. Others cite France's outdated strategic outlook and overreliance on the Maginot Line in preparation for a war which was expected to run along the same lines as the First World War. Perhaps it would be fairer in hindsight to credit the German Army's outstanding qualities and use of modern procedures, rather than looking for blame in the French.

But for France, the war was far from over. The Vichy French regime moved quickly from a puppet state in control of the Free Zone to becoming a full Axis partner and fighting alongside Germany against the Allies. The nation was torn in two as many French citizens saw an alliance with Germany as the way ahead, whilst many more were willing to fight and die to regain France's freedom. Many more still were simply sick and tired of decades of fighting and bloodshed. The forces of Free France would slowly rise and multiply, under the leadership of Charles de Gaulle, an ambitious and overtly Anglophobic French brigadier who had fled France for Britain nearly two weeks before the Dunkirk evacuations had even begun. The relationship between De Gaulle and the British would become increasingly strained over the years; Winston Churchill later wrote:

“He felt it was essential to his position before the French people that he should maintain a proud and haughty demeanour towards “perfidious Albion”, although in exile, dependent upon our protection and dwelling in our midst. He had to be rude to the British to prove to French eyes that he was not a British puppet. He certainly carried out this policy with perseverance.”

But the forces of Free France would return, alongside the combined might of the Western Allies, in June 1944. However, for now, France was under German rule and the future looked bleak for Britain, who stood all but alone in the face of one of the most powerful forces the world had ever seen.



The British Expeditionary Force stands firm

OPERATION *CATAPULT* – THE MOST HATEFUL DECISION EVER

In 1940, the French navy was the second most powerful in the entire world, beaten only in capability by Britain’s Royal Navy. In mid-June, with it becoming increasingly obvious that Petain’s intentions were to surrender and collaborate with Germany, this sizeable and potent fleet became a key concern to the British as, if used alongside the German navy – as willing collaborators or if captured – the Royal Navy would lose its supremacy. Hitler’s assurances to France that there were no intentions of making any demands on the French fleet carried no weight in Britain.

Admiral Francois Darlan, Commander-in-Chief of the French fleet, assured Winston Churchill that the French navy would never side with Germany. However, given just how valuable the fleet was to Germany and how willing

Pétain was to work with Hitler, Churchill remained unconvinced. Britain delivered an ultimatum to the French fleet – join with the Royal Navy, accept British port facilities and support and fight against the Axis invaders, or face elimination. The decision was clear cut to the British – the French surrender was already a betrayal of an earlier agreement between Britain and France not to do so, and Hitler now had an established track record of betraying his word.

Some 40% of the French fleet was alongside at Mers-el-Kebir in French Algeria. Another sizeable proportion at Toulon received orders from Admiral Darlan to scuttle their ships at the first sign of any German attempt to take them. Unbelievably to the British, their offer of supporting the French fleet to continue the fight against their invaders was not taken. A British admiral visited Oran twice in an attempt to negotiate; the British Minister of Information likewise received no cooperation on a visit to Casablanca. Time was running out, and fear of the French fleet's potential was increasing.

The final ultimatum was delivered to the French fleet at Mers-el-Kebir:

It is impossible for us, your comrades up to now, to allow your fine ships to fall into the power of the German enemy. We are determined to fight on until the end, and if we win, as we think we shall, we shall never forget that France was our Ally, that our interests are the same as hers, and that our common enemy is Germany. Should we conquer we solemnly declare that we shall restore the greatness and territory of France. For this purpose we must make sure that the best ships of the French Navy are not used against us by the common foe. In these circumstances, His Majesty's Government have instructed me to demand that the French Fleet now at Mers-el-Kebir and Oran shall act in accordance with one of the following alternatives;

(a) Sail with us and continue the fight until victory against the Germans.

(b) Sail with reduced crews under our control to a British port. The reduced crews would be repatriated at the earliest moment.

If either of these courses is adopted by you we will restore your ships to France at the conclusion of the war or pay full compensation if they are damaged meanwhile.

(c) Alternatively if you feel bound to stipulate that your ships should not be used against the Germans lest they break the Armistice, then sail them with us with reduced crews to some French port in the West Indies — Martinique for instance — where they can be demilitarised to our satisfaction, or perhaps be entrusted to the United States and remain safe until the end of the war, the crews being repatriated.

If you refuse these fair offers, I must with profound regret, require you to sink your

ships within 6 hours.

Finally, failing the above, I have the orders from His Majesty's Government to use whatever force may be necessary to prevent your ships from falling into German hands.

Captain Cedric Holland, commanding officer of HMS *Ark Royal* and a fluent French speaker who had spent years as a naval attaché in Paris, was chosen to deliver the ultimatum and discuss terms. French Admiral Gensoul refused to speak to him as he believed he deserved to be dealt with by a higher ranking officer. *Ark Royal* launched a wave of Fleet Air Arm Swordfish bombers escorted by Skua fighters to drop mines to cut off a French escape route – in itself, an act of war. One British aircraft was shot down by French fighters with both its crew killed before negotiations had formally terminated. The British force, based around two battleships and a battlecruiser, opened fire. In what Churchill would later describe as “the most hateful decision, the most unnatural and painful in which I have ever been concerned,” the French navy suffered one battleship lost and two damaged, with several other smaller vessels also sunk or damaged. Nearly 1300 French sailors, men who had only weeks before been accompanying the same British sailors who fired on them on nights out in the ports of the Mediterranean, were killed. Boarding actions on French ships alongside in British ports also resulted in a firefight on the submarine *Surcouf*, with three British and one French sailor being killed. Among the dead was 27 year old Lieutenant Patrick Griffiths, shot in the back by the French submarine's doctor.

Anglo-French relations were all but destroyed. Petain's Vichy government carefully hid large elements of the build up to the British attack when announcing the news to France, twisting the story into a surprise and treacherous British massacre. For many Frenchmen, Nazi Germany now seemed the lesser of two evils. In November 1942, as German troops approached, Darlan's sailors honoured their orders and their Admiral's promise to Churchill by scuttling their ships and denying their use by Germany. Their honour was, tragically, tainted by the actions of their Admiral. Darlan himself became a Vichy collaborator and made several attempts to bolster Hitler's military with French men and equipment. After the Allies' landing in Algeria, he became an Allied collaborator as *Haut Commissaire* for French North Africa. He was assassinated by the French resistance in December 1942.



BEF MMG team

NEW UNITS



NEW BELGIAN UNITS

The following additional options are added to the *Armies of France and the Allies* book to give the Belgian player some more options to represent some of the units which were present during the Battle of France:

CHASSEURS ARDENNAIS (PAGE 44)

The following options may be added:

- May ride motorbike/sidecars for +5 pts per man in the unit.
- Special Rules:
- Motorbikes (if taken): A mounted squad use the motorbikes rules (see page 90 *Bolt Action* rulebook)

T15 LIGHT TANK (PAGE 49)

Replace:

- Cost: 48pts (Inexperienced), 60pts (Regular), 72pts (Veteran)
- Weapons: 1 turret-mounted MMG

with:

- Cost: 58pts (Inexperienced), 70pts (Regular), 82pts (Veteran)
- Weapons: 1 turret-mounted HMG

Also add:

- Options: May add a pintle-mounted automatic rifle on the turret for +5pts (This counts as flak in accordance with the pintle-mounted rules on page 104 of the *Bolt Action* rulebook, but cannot be fired on the same turn as the HMG)



A Belgian Army command post transmits orders to the frontlines

NEW BRITISH UNITS

INFANTRY SECTIONS AND TEAMS

AUXILIARY MILITARY PIONEER CORPS SECTION

Formed in 1939, the Auxiliary Military Pioneer Corps was initially made up of reservists, elderly veterans, and militiamen who were not of the required standard demanded by regular units. At first derided by many, the AMPC rapidly matured into a disciplined workforce of skilled labourers who were also more than capable of taking up arms as and when required. Their duties included construction of roads, defences and supply dumps, and even bomb disposal. By the end of the war the AMPC – by now renamed the Pioneer Corps – consisted of nearly half a million men, whose reputation as tough, unsung heroes began with their brave actions at Boulogne in 1940.

AMPC Sections count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for all of the Theatre Selectors of the *Armies of Great Britain* book except for Raiders, Behind Enemy Lines, and Market Garden.

Cost	20pts (Inexperienced)
Composition	1 NCO and 4 men
Weapons	None
Options	- Add up to five unarmed soldiers at +4pts each - Up to half of the unit may be armed with rifles at +3pts each - The entire squad may have anti-tank grenades/Molotov cocktails for +2pts per model
Special Rules	- Tank hunters (if anti-tank grenades/Molotov cocktails taken) - Green - Barricade Builders (Battle of Boulogne Scenario): If the unit spends two consecutive turns within 1" of a building with a Down order on both turns, a special morale check may then be made. If successful, a new roadblock is immediately constructed within 1" of any model in the unit.

	Note that the unit does not flee if the check is failed!
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INTELLIGENCE SECTION

The organisation of the British Army called for Intelligence Officers to be employed not only at divisional and battalion level, but also down to company level. These officers ran a section of up to ten men whose duties would not only include acting as the subject matter experts on enemy units, tactics and weapons, but would also set up and man observation posts for gleaning first-hand information about the enemy.

See the Intelligence Officers section [here](#) of this book for details of which forces may use an Intelligence Officer.

Cost	53pts (Inexperienced), 74pts (Regular), 95pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Officer as depicted on the model, men have rifles
Options	- Add up to six men with rifles at +8pts each(Inexperienced), 11pts each (Regular), or 14pts each (Veteran) - Up to two men can replace their rifles with submachine guns for +3pts - If the section is a Paratroop Intelligence Section, it must be Veteran and pay +1pt per model to become 'stubborn'. The force must include a Paratroop section to upgrade the Intelligence section in this manner. - If the section is a Commando Intelligence Section, it must be Veteran and pay +1pt per model to become 'Tough fighters'. The force must include a Commando section to upgrade the Intelligence section in this manner.
Special Rules	- Intelligence: As detailed in the Intelligence Officers and Squads section here - Behind Enemy Lines: When Outflanking as described on p 119 of the <i>Bolt Action</i> rulebook, Intelligence sections ignore the -1 modifier to the order test for coming onto the table - Tough fighters (if taken) - Stubborn (if taken)

CORPS OF MILITARY POLICE SECTION

Within the British Army, the Corps of Military Police could trace its lineage

back to the Provost Marshals of medieval times through the more modern Military Mounted Police and Military Foot Police of the 19th century. When mobilized in the lead up to war, the Corps of Military Police consisted of only 584 officers and men. This was increased to over 4,000 with the addition of reservists and territorials. By 1945 the CMP had grown to over 50,000 officers and men, a testament to the vital role it served.

With dozens of decorations for bravery in the course of their duties, the ‘red caps’ carried out a variety of roles from traffic direction to security patrols in hostile theatres. They were in amidst the first waves on D-Day and parachuted in with British Airborne forces at Arnhem. In recognition of their service, they were granted the ‘Royal’ prefix in 1946.

Corps of Military Police Sections count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for any British Theatre Selectors which include Inexperienced, Regular, or Veteran Infantry Sections (from any era of the war) as an option. A maximum of one Corps of Military Police Section may be taken per reinforced platoon.

Cost	32pts pts (Inexperienced)
Composition	1 NCO and 3 men
Weapons	Rifles
Options	- Add up to six men with rifles at +8pts each - The NCO can have a submachine gun for +3pts - The squad can be given pistols for +1pts per man - If the squad size is not increased beyond its initial four men, it can be equipped with motorcycles for +5pts per man
Special Rules	- Traffic Direction: If a British force includes a Corps of Military Police section in reserve it does not suffer the -1 penalty for attempting to bring vehicles onto the table. - ‘Get back in the fight!’: If any British unit fails an attempt to rally it can immediately roll a second attempt if within 6” of a Corps of Military Police section. - Motorbikes: A mounted squad use the motorbikes rules (see page 90 <i>Bolt Action</i> rulebook).



A French anti-tank gun team lies in wait

ROYAL ENGINEERS SECTION

The British Army's Royal Engineers can trace their lineage back to the Board of Ordnance in the 15th century, although the Corps of Royal Engineers itself was founded in 1856. The sappers of the Royal Engineers performed a variety of tasks such as construction, mine clearance, and demolitions. Given the high levels of training required of Royal Engineers, the corps was never large enough to meet all demands placed upon it during the war and consequently, sappers were rarely spared to perform infantry duties, even though they were often trained to do so. However, sappers were involved in some of the bitterest fighting during the retreat to Dunkirk in 1940.

Royal Engineers of the BEF constructed some 400 pillboxes over 40 miles of the Franco-Belgian border as well as 47 aerodromes in France for the RAF. At Dunkirk they managed to construct piers by driving lorries into the sea and securing plank walks on their roofs. Up to three Royal Engineer field companies were often attached to infantry divisions whilst up to two field squadrons were attached to armoured divisions. Royal Engineers also performed admirably in combat during Operation *Market-Garden* as part of the 1st Airborne Division.

Royal Engineer Sections count as infantry for the purpose of the generic

Reinforced Platoon Selector from the Bolt Action rulebook. They also count as an infantry unit for any Theatre Selector in the *Armies of Great Britain* book except for 1940–44 Raiders! and 1940–43 Behind Enemy Lines. A maximum of one Royal Engineer Section may be taken per reinforced platoon.

Cost	35pts (Inexperienced), 50pts (Regular), or 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to five men with rifles at +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran) - The NCO can have a submachine gun for +3pts - One man may have a light machine gun for +20pts. Another man becomes the loader - One man may have a flamethrower instead of a rifle for +20pts. Another man becomes the assistant - The Section may have anti-tank grenades for +2pts per man - If the section is an Airborne Royal Engineers Section, it must be Veteran and pay +1pt per model to become stubborn. The force must include a Paratroop section to upgrade the Royal Engineers Section in this manner
Special Rules	- Stubborn (If taken) - Tank Hunters (If anti-tank grenades taken)



A British patrol stumbles upon German scouts

ARMoured CARS

EARLY WAR MOTORCYCLE AND SIDECAR

Motorcycles were used for scouting purposes by both the British and French armies during the Battle of France. British Motorcycle Battalions were attached to Motor Divisions in the opening stages of the war – a company was made up of three platoons, each in turn composed of three sections of motorcycles fitted with sidecars. British Sidecars were most often fitted with light machine guns or used to carry ammunition, but could also be equipped with an anti-tank rifle or light mortar. The 4th Bn, Royal Northumberland Fusiliers provided the motorcycle support to both columns at the Battle of Arras, although all of their vehicles were subsequently abandoned during the BEF's retreat. Most Motorcycle Battalions were reformed as part of the new Reconnaissance Corps in 1941 and replaced their motorbikes with Universal Carriers or armoured cars.

Early War Motorcycle and Sidecars count as Armoured Cars for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an Armoured Car unit for new Theatre Selectors specified in this book and for the 1940 – Fall of France and 1940 – Dad's Army Theatre Selectors in Armies of Great Britain.

Cost	27pts (Inexperienced), 35pts (Regular)
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Weapons	1 forward-facing LMG covering the forward arc
Damage Value	6+ (soft-skin)
Options	- Replace the LMG with a rifle or SMG for -10pts - Replace the LMG with an anti-tank rifle for +10pts - Replace the LMG with a light mortar for free
Special Rules	- Recce - Turn on the spot: These motorbikes are so small and agile that they can turn on the spot enabling them to execute a full speed Run 'reverse', finishing the move facing the direction of travel. - Questionable Firing Platform: The sidecar is purely a transportation option for a light mortar, attempting to fire from inside the sidecar would result in a one shot weapon. Light mortars need to be removed from the sidecar to fire and so can only be operated with a Fire order. - Extra selection: you may take up to three Motorcycle and Sidecars as one selection in each reinforced platoon. A maximum of one light mortar and one anti-tank rifle may be taken in each reinforced platoon.



French cavalrymen flank the armoured advance

NEW FRENCH UNITS

The following additional options are added to the *Armies of France and the Allies* book to give the French player some more options to represent some of the units that were present during the Battle of France:

HEADQUARTERS

OFFICER (PAGE 11)

To represent an officer of a motorcycle regiment or a cavalry unit, the following options are added to the officer entry.

- May ride a motorbike/sidecar for +5 pts per man in the unit. This option may only be selected if the reinforced platoon includes at least two motorbike sections
- May add horses for +2 pts per man in the unit. This option may only be selected if the reinforced platoon includes at least two cavalry sections

INFANTRY SQUADS AND TEAMS

DRAGONS PORTÉS/CHASSEURS PORTÉS INFANTRY SECTIONS (PAGE 14)

The following options may be added:

- May ride motorbike/sidecars for +5 pts per man in the unit.
- If riding a motorbike and sidecar, one soldier per unit equipped with a light machine gun may upgrade to a medium machine gun for +5pts.
- If riding a motorbike and sidecar, one soldier per reinforced platoon may take a light mortar for +20pts. Another soldier becomes the loader.

SPECIAL RULES:

- Motorbikes (if taken): A mounted squad use the motorbikes rules (see page 90 *Bolt Action* rulebook)



French dismounted cavalry squad

DRAGONS PORTÉS VB GROUP

Dragons Portés were motorised infantry who fought in small units so that a single section could be carried together in a single vehicle. They are detailed on page 14 of the *Armies of France and the Allies* book, but this entry augments the standard section as the *Dragons Portés* grouped all of their VB launchers into one section under the direct control of the platoon command unit.

Dragons Portés VB Groups count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for any French Theatre Selectors which include Dragons Portés Sections as an option. One Dragons Portés VB Group may be included in a platoon for every three Dragons Portés Sections which have been selected.

Cost	120pts (Regular)
Composition	Rifles with VB launchers
Weapons	Officer as depicted on the model, men have rifles
Options	- May ride motorbike/sidecars for +5 pts per man in the unit.
Special Rules	- Motorbikes (if taken): A mounted squad use the motorbikes rules (see page 90 <i>Bolt Action</i> rulebook)

EARLY WAR FRENCH INTELLIGENCE SQUAD

Intelligence within French infantry divisions was handled at various levels. NCOs would be responsible for intelligence dissemination at company and battalion level, whilst an officer and a small staff were appointed at regimental level.

A single Early War French Intelligence Squad counts as infantry for the

purpose of the generic Reinforced Platoon Selector from the Bolt Action rulebook, and may also be taken as an additional infantry squad option in any of the French Theatre Selectors in the *Armies of France* and the Allies supplement. Their use in any of the new Theatre Selectors in this book is already highlighted. No more than one Intelligence Squad may be taken per reinforced platoon.

Cost	45pts (Inexperienced), 63pts (Regular), 81 pts (Veteran)
Composition	1 NCO and 3 men
Weapons	Officer as depicted on the model, men have rifles
Options	- Add up to three extra men with rifles at +8pts each (Inexperienced), 11pts each (Regular), or 14pts each (Veteran) - One man can replace his rifle with a submachine gun for +3pts
Special Rules	- Intelligence: As detailed in the Intelligence Officers and Units section here - Behind Enemy Lines: When Outflanking as described on p 119 of the Bolt Action rulebook, Intelligence Squads ignore the -1 modifier to the order test for coming onto the table

FRENCH ENGINEER SECTION

Sébastien Le Prestre de Vauban was one of the most famous and influential military engineers in history. Under his leadership, the French army was amongst the very first to employ engineers directly in military roles as part of the *Corps des ingénieurs des fortifications*. A specific engineering branch of the French Army was established during the French Revolution and by the time France entered the Second World War, army engineering was a well-established science.

French *Sapeurs-Mineurs* were integrated into Infantry Divisions in sections of around 57 men led by a junior officer, 10 NCOs and three *maitre-ouvriers* (master craftsmen). In the DLM, DLC, and DCr the organisation varied to better fit the requirements and constraints of these units, and engineers were also organised into motorcycle sections or were transported in trucks to keep pace with mechanized units. Their duties included building or destroying fortifications and using reconnaissance boats.

French Engineer Sections count as infantry for the purpose of the generic Reinforced Platoon Selector from the Bolt Action rulebook. They also count as

an infantry unit for any French Theatre Selector in the *Armies of France and the Allies* and *Battle of the Bulge*. A maximum of one French Engineer Section may be taken per reinforced platoon.

Cost	32pts (Inexperienced), 47pts (Regular), 62pts (Veteran)
Composition	1 NCO and 4 men
Weapons	NCO with pistol, men with carbines (count as rifles)
Options	- Add up to 6 men with rifles at +7pts each (Inexperienced), +10pts each (Regular) or +13pts each (Veteran) - One man may have a flamethrower instead of a rifle for +20pts. Another man becomes the assistant - The Section may have anti-tank grenades for +2pts per man - The Section may be given motorcycles at +5pts per man
Special Rules	- Tank Hunters (If anti-tank grenades taken) - Motorbikes (If Motorcycles taken)

NAVY MATELOT SQUAD

Tracing its lineage back to the 17th Century, the French Navy (*Marine Nationale*) is one of the oldest navies in the world, with a long and distinguished war-fighting heritage. From the first days of the Second World War the warships of the French Navy were involved in the Battle of the Atlantic and actions against German forces in Norway. Whilst the French Navy had its own fighting force trained for land operations, the *Fusiliers Marins*, there were isolated examples of conventional French sailors becoming embroiled in land based combat which they were not trained for, such as in Boulogne in May 1940.

French Navy Matelot Squads count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. Due to the rarity of them seeing combat, they are not available for the Theatre Selectors in *Armies of France and the Allies* and are specific to this scenario.

Cost	35pts (Inexperienced)
Composition	1 Senior Rating (NCO) and 4 men
Weapons	Rifles
	- Add up to five soldiers with rifles at +7pts each - The Senior Rating may be given a pistol for +1pts

Options	- The entire squad may have anti-tank grenades/rum-based Molotov cocktails for +2pts per model. Note that these weapons have the same rules as normal Molotov cocktails. They just smell nicer. - During the Battle of Boulogne, there were several instances of French sailors fleeing the port in panic or even breaking into storerooms during the confusion to get drunk. The entire squad may be Shirkers for -3pts per model.
Special Rules	- Tank hunters (if anti-tank grenades/rum-based Molotov cocktails taken) - Shirkers (if taken)



Belgian and French troops move through a shattered village

OFFICER CADET SECTION

The French army followed a similar practice to other European nations in drawing its officer corps largely from the middle and upper classes, with a solid academic background being as much of a pre-requisite as physical and medical fitness. Before earning their commission, officers in training held the rank of

Eleve officier or Officer Cadet, before advancing to *Aspirant* after a pre-determined amount of time in one of the several training colleges across France.

Organized into brigades of up to 20 soldiers, the French Officer Cadets at Saumur were, for the majority, teenaged boys with only a few weeks experience of military life. Nonetheless, they drew their rifles from the college armoury and stood in line along the Loire, ready to die in the defence of France.

French Officer Cadet Sections count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. As a special, bespoke unit from a one-off action they are only used in the Defence of Saumur Reinforced Platoon detailed [here](#).

Cost	40pts (Inexperienced)
Composition	5 men
Weapons	Rifles
Options	Add up to 15 men with rifles at +8pts each A 10 man unit may ride motorcycle/sidecars for +5pts per man
Special Rules	- Junior Leaders: Whilst the officer cadets mostly have minimal training in leading men under fire, they have been selected on merit for their leadership potential. Officer Cadet sections always count as having an NCO, no matter which models are removed as casualties. - Motorbikes (if taken): An officer cadet section upgraded to be equipped with motorcycles uses the Motorbikes rules (see page 90 in the <i>Bolt Action</i> rulebook) - Stubborn: The severity of the situation is not lost on the officer cadets, and they have all volunteered to die in the defence of France. If forced to check their morale when reduced to half strength then they always test on their full morale value, ignoring any pin markers.

OFFICER CADET MACHINE GUN TEAM

Colonel Michon's cadets scrounged every weapon they could find for the defence of Saumur. When it came to sustained fire capability, this fell down to older weapons such as the Chauchat light machine gun and the St. Étienne Mle 1907 medium machine gun. Whilst these weapons were combat proven, they were also old and had not enjoyed the same regular maintenance that they had

received in their prime, making them prone to jamming.

French Officer Cadet Machine Gun Teams count as a Machine Gun Team for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. As a special, bespoke unit from a one-off action they are only used in the Defence of Saumur Reinforced Platoon detailed [here](#).

Cost	28pts (Inexperienced)
Composition	3 men
Weapons	1 Light machine gun
Options	- Upgrade light machine gun to medium machine gun for +5pts
Special Rules	- Stubborn: The severity of the situation is not lost on the officer cadets, and they have all volunteered to die in the defence of France. If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. - Relic of the Great War: Be it a light or medium machine gun, the team's weapon is old and poorly maintained, making it prone to jamming. Whether through careful firing or clearing jams, the weapon's rate of fire is reduced and it fires one less shot.

ARMoured CARS

EARLY WAR MOTORCYCLE AND SIDECAR

Motorcycles were used for scouting purposes by both the British and French armies during the Battle of France. British Motorcycle Battalions were attached to Motor Divisions in the opening stages of the war – a company was made up of three platoons, each in turn composed of three sections of motorcycles fitted with sidecars. The French Army fielded some 140 companies of motorcycles (*Escadron de Fusiliers Motocyclistes*) which also used sidecars in the Company HQ to carry a light mortar.

Early War Motorcycle and Sidecars count as Armoured Cars for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an Armoured Car unit for new Theatre Selectors specified in this book and for the The Phoney War 1939–40, Battle of France 1940 and Defence of Vichy 1940–42 Theatre Selectors in Armies of France and the Allies.

Cost	27pts (Inexperienced), 35pts (Regular)
Weapons	1 forward-facing LMG covering the forward arc
Damage Value	6+ (soft-skin)
Options	- Replace the LMG with a rifle or SMG for -10pts - Replace the LMG with an anti-tank rifle for +10pts - Replace the LMG with a light mortar or VB launcher for free
Special Rules	- Recce - Turn on the spot: These motorbikes are so small and agile that they can turn on the spot enabling them to execute a full speed Run 'reverse', finishing the move facing the direction of travel. - Questionable Firing Platform: The sidecar is purely a transportation option for a light mortar or VB launcher, attempting to fire from inside the sidecar would result in a one shot weapon. Light mortars and VB launchers need to be removed from the sidecar to fire and so can only be operated with a Fire order. - Extra selection: you may take up to three Motorcycle and Sidecars as one selection in each reinforced platoon. A maximum of one light mortar and one anti-tank rifle may be taken in each reinforced platoon.

TANKS

AMR 35 (PAGE 27 OF *ARMIES OF FRANCE AND THE ALLIES*)

A number of AMR 35s were equipped with a heavier 13.2mm Hotchkiss machine gun rather than the standard 7.5mm Reibel gun.

Options:

- May replace medium machine gun with heavy machine gun for +10pts



The monstrous FCM Char 2C super-heavy tank lumbers forwards

AMR 35 ZT 2

The *Automitrailleuse de Reconnaissance Renault Modèle 35 Type ZT* (AMR 35 or Renault ZT) was a French light tank which mainly saw use in the DLMs in support of mechanised infantry. It entered service in 1936 and whilst its speed was impressive, its brief service life saw a number of reliability issues impact upon its effectiveness. A number of modifications on the original design were also implemented, including the ZT2 which augmented the vehicle's single machine gun with a 25mm anti-tank gun in a larger turret. After the Battle of France the German army used a number of captured vehicles. Principal service: 1939–1940. Numbers manufactured: 10.

The AMR 35 ZT 2 counts as a tank for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as a tank for new Theatre Selectors specified in this book and for the Battle of France 1940 Theatre Selector on page 34 of *Armies of France and the Allies*.

Cost	80pts (Inexperienced), 100pts (Regular), 120pts (Veteran)
Weapons	1 turret mounted light AT gun with coaxial medium machine gun
Damage Value	7+ (armoured carrier)
	- One-man Turret: Combining the roles of commander, gunner and loader and squeezing the unfortunate fellow

Special Rules

into a tiny one-man turret means it's hard to do different things at once! To represent this it is always necessary to make an order test when issuing an Advance order, even if the tank is not pinned.

TANK DESTROYERS

AMR 35 ZT 3

The AMR 35 ZT 3 was developed parallel to the ZT 2 but incorporated the same 25mm anti-tank gun directly into the front of the hull, foregoing the complications of a turret. The fighting compartment was raised slightly to give the two-man crew a little more room but the vehicle remained cramped and difficult to work within. Principal service: 1939–1940.

The AMR 35 ZT 3 counts as a tank destroyer for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It also counts as a tank destroyer for new Theatre Selectors specified in this book and for the Battle of France 1940 Theatre Selector on page 34 of *Armies of France and the Allies*.

Cost	84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)
Weapons	1 hull mounted forward facing light AT gun with coaxial medium machine gun
Damage Value	7+ (armoured carrier)



Char 2C super-heavy tank

NEW GERMAN UNITS

INFANTRY SQUADS AND TEAMS

GERMAN LMG TEAM

The physical weapon used by the German army in the light machine gun and medium machine gun role was actually the same – most commonly the MG34 (augmented by captured foreign weapons) or later, the MG42. To utilise these weapons in the medium machine gun role and take full advantage of their sustained fire capabilities and accuracy, a sturdy *Schweres Maschinengewehr* tripod was required. However, for many squads these tripods were too cumbersome and so machine guns were used with a simple bipod, operated by small teams. Machine guns could also be used in the anti-aircraft role with the addition of a simple tripod stand made of three poles, allowing the weapon to be elevated high enough. The example given here is as used by *Infanteriepanzerabwehrkompanien* – machine guns used to defend anti-tank gun platoons.

The German LMG team counts as a machine gun option for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook, and for the Early War Anti-tank Reinforced Platoon (see [here](#)) or the Generic Anti-tank Gun Reinforced Platoon, (see [here](#)).

Cost	20 pts (Inexperienced), 35 pts (Regular), 50 pts (Veteran)
Composition	3 men
Weapons	1 Light machine gun
Options	- May add anti-aircraft mount for +5pts
Special Rules	- Team weapon - Fixed (if anti-aircraft mount taken) - Flak (if anti-aircraft mount taken)

5TH COLUMNIST UNIT

Not everybody in France was unhappy to see the arrival of the German military. As with every country invaded by Germany, many citizens with polarised

political ideals saw the arrival of Nazi occupation as a positive, overthrowing a political system they perceived to be weak or outdated. Some of these extremists even went as far as taking up arms and firing on their own countrymen as the invaders advanced through their nation.

A single 5th Columnist Unit may be added to any German force in Scenarios 7 and 8 of this book. This is a free unit in Scenario 8, but if taken in Scenario 7 it must be paid for.

Cost	16pts (Inexperienced)
Composition	1 Leader (Counts as NCO) and 1 man
Weapons	Rifles
Options	- The entire squad may have anti-tank grenades/Molotov Cocktails for +2pts per model
Special Rules	- Green - Forward deployment: 5th Columnists counts as an Observers/Snipers for Set-Up purposes (see the Bolt Action rulebook page 131) - Tank Hunters (if anti-tank grenades/Molotov Cocktails are taken) - Independent Operative: The 5th Columnists have no contact with the military forces they are attempting to support, are unaware of any planning or tactical considerations and possibly do not even speak the same language. As a result, 5th Columnists cannot use any national special rules, cannot claim any leadership or activation bonuses from officers and cannot be activated by the first die drawn out of the bag each turn.



German light machine gun teams lay down suppressing fire

SPÄHTRUPPEN SQUAD

German infantry companies had no dedicated scouts as such, but men were often formed into *Spähtruppen*, on an ad-hoc basis. This small unit was often made up of soldiers selected for their initiative and resourcefulness, or the company's runners and signallers were often used. They were utilised ahead of the company's regular rifle platoons to locate enemy forces (and, wherever possible, avoid alerting them) and report the enemy's strength back to the main force. When deployed in this role, soldiers would sometimes use the company's limited supply of bicycles for added mobility. If a company was understrength or the *Spähtruppen* were otherwise engaged, temporary scouting parties were often made up from the regular rifle platoons.

Spähtruppen Squads count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for any German Theatre Selectors which include Heer Infantry, Heer Veteran Infantry, Heer Grenadiers, or Heer Veteran Grenadiers as an option. A maximum of one Spähtruppen Squad can be taken per Reinforced Platoon.

Cost	44pts (Regular), 56pts (Veteran)
Composition	1 NCO and 3 men
Weapons	Rifles
Options	- Add up to two men with rifles at +11pts each (Regular), or 14pts each (Veteran) - The NCO can replace his rifle with a submachine gun for +3pts If the squad size is not increased beyond its initial four men, it can be equipped with bicycles for no points cost
Special Rules	- Bicycles (if taken): Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their <i>Run</i> move to 24" (this move cannot be used to assault). In addition, the first time they receive an order other than Run, or if they receive a pin marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot. - Forward deployment: if bicycles are not taken, the squad may forward deploy in the same manner as snipers and observers.

FELDGENDARMERIE SQUAD

The German *Feldgendarmerie* force had its origins in the 19th century, with most German states forming military units for policing duties. This was continued by the Imperial German Army during the First World War, when a large force was formed for all policing tasks behind the front lines, although this was disbanded during the interwar period. Formed in 1939 from experienced army NCOs and civil *Gendarmen*, *Feldgendarmerie* units were attached to armies by battalion but would then be broken down into smaller units for deployment. They were used for general policing duties but not for discipline inside the units. *Feldgendarmen* were also responsible for rounding up deserters or other offenders and then handing them over to the military justice system. They wore distinctive badges and cuff titles, but were best recognised for their metal gorgets which gave them the nickname of *Kettenhunde* (chained dogs).

Feldgendarmerie Squads count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as an infantry unit for any German Theatre Selectors from the *Armies of Germany*

book, with the exception of Operation *Mercury*. A maximum of one Feldgendarmerie Squad can be taken per Reinforced Platoon.

Cost	32pts (Inexperienced)
Composition	1 NCO and 3 men
Weapons	Rifles
Options	- Add up to six men with rifles at +8pts each - The NCO and up to three men can have submachine guns instead of rifles for +3pts each - The squad can be given pistols for +1pt per man - If the squad size is not increased beyond its initial four men, it can be equipped with motorcycles for +5pts per man
Special Rules	- Traffic Direction: Until 1942 the Heer had its own independent unit for traffic control (the <i>Vekehrsregelung-polizei</i>), but even from the outset members of the Feldgendarmerie were still called upon to carry out this role. If a German force includes a Feldgendarmerie squad in reserve it does not suffer the -1 penalty for attempting to bring vehicles onto the table. - Get back in the fight!: If any German unit fails an attempt to rally it can immediately roll a second attempt if within 6" of a Feldgendarmerie squad. - Motorbikes: A mounted squad use the motorbikes rules (see <i>Bolt Action</i> rulebook page 90)



German Feldgendarmerie Motorcycle

ARMoured CARS

KRAFRADSCHÜTZEN SQUAD

Armies of Germany already gives details of the German motorcycle with machine gun sidecar such as the BMW R75 and Zundapp KS 750. Whilst these vehicles were used by practically every branch of the Wehrmacht for a variety of reasons, this unit entry presents them in *gruppe* or squad form, used in multiples as part of a *Krafradschützenkompanie*, or Motorcycle Rifle Company.

Krafradschützen Squads count as Armoured Cars for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They also count as a basic squad for the Krafradschützen Reinforced Platoon (see [here](#)).

Cost	17pts (Inexperienced), 25pts (Regular), 33pts (Veteran)
Weapons	1 forward-facing rifle or sub machine gun covering the forward arc
Damage Value	6+ (soft-skin)
Options	- Replace the rifle or sub machine gun with an MMG for +15pts - Replace the rifle or sub machine gun with a light mortar for +5pts
Special Rules	- Recce - Turn on the spot: These motorbikes are so small and agile that they can turn on the spot enabling them to execute a full speed Run 'reverse', finishing the move facing the direction of travel. - Questionable Firing Platform: The sidecar is purely a transportation option for a light mortar, attempting to fire from inside the sidecar would result in a one shot weapon. Light mortars need to be removed from the sidecar to fire and so can only be operated with a Fire order. - Extra selection: you may take up to four Krafradschützen motorcycle and sidecars as one selection in each reinforced platoon. Each vehicle must have the same experience level and forms a unit with a single order dice, operating like 'transport units', as presented on page 217 of the Bolt Action rulebook (except for the lack of transport rules). A maximum of one light mortar may be taken in each reinforced platoon, and no more than half of the platoon's motorcycle and sidecars may be equipped with an MMG.



Ambush! A German Patrol is hit by the French

TRANSPORT

FLOßSÄCK 34

In 1940 the German Army was equipped with standardised inflatable boats for river crossings in the form of the Floßsäck 34, which came in two sizes. Five of these boats could be tied together to form a pontoon bridge of 24 metres length, sturdy enough to support infantry and motorcycles.

Cost	6pts (Inexperienced), 10pts (Regular), 14pts (Veteran)
Weapons	1 forward-facing rifle or sub machine gun covering the forward arc
Damage Value	3+
Transport	Up to six men
Options	Upgrade to eight man capacity for +2pts
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Slow - Open-topped - May Not Run: As it is lacking a motor, this boat may not be given Run orders.

LEICHTES STURMBOOT 39

The *Leichtes Sturmboot 39* was a small, fast assault boat used for river crossings and patrols. It was powered by an outboard motor which propelled it at speeds of up to 30 mph, and was often armed with a light machine gun on the bow.

Cost	36pts (Inexperienced), 40pts (Regular), 44pts (Veteran)
Weapons	Pintle-mounted medium machine gun covering the front arc
Damage Value	5+
Transport	Up to six men
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Open-topped

INTELLIGENCE UNITS

INTELLIGENCE OFFICERS AND INTELLIGENCE UNITS

Intelligence is the process of exploiting information obtained from various sources to then provide direction and guidance to command. During the Second World War there were several dedicated intelligence organisations such as the German *Abwehr* or the British Intelligence Corps. These organisations were mainly involved in intelligence gathering at a strategic rather than a tactical level, and so were either employed a long way from the front lines or in more clandestine operations.

For front line operations as depicted in *Bolt Action*, it was more common for front line officers or NCOs to receive extra training and sub-specialise in intelligence at a tactical level. These officers would work directly with command at various levels from company right up to divisional, and would sometimes be directly involved in combat operations. Whilst it is difficult to precisely quantify the effects of intelligence gathering in a tabletop wargame, the upper hand in being able to predict an enemy's moves is represented in the following rules.

The Intelligence Officer is not a separate unit choice but an optional upgrade for an Officer unit. Whereas the standard Officer unit is allowed to be accompanied by up to two further men, the Intelligence Officer counts as a separate upgrade; in effect, a fourth man. The Intelligence Officer must have the same experience rating as the unit he accompanies (i.e. Inexperienced, Regular, or Veteran). The ability of the Intelligence Officer is, for the purposes of *Bolt Action*, tied to his experience: the modifier to his ability is detailed in the special rules below.

NATIONAL RULES

Different armies had differing views on how best to employ Intelligence Officers and intelligence organisations within front line units. The following rules detail how Intelligence Officers can be used within different *Bolt Action* forces.

BRITAIN AND FRANCE

Both British and French infantry units not only included Intelligence Officers at various levels, but also these individuals were sometimes supported by a section or squad. A British or French force may include either a single Intelligence Officer attached to an officer unit as detailed above, or a single Intelligence Officer leading an Intelligence Squad or Section as detailed in their respective entries (see corresponding entries for France [here](#), and for Britain [here](#) of this book).

GERMANY

Heer officers received thorough intelligence training during their initial officer training. As a result, German Infantry divisions utilised an intelligence organisation at higher levels, but front line infantry officers carried out day-to-day intelligence collation and interpretation. A German force may not include Intelligence Officers. Instead, as long as any German officer is present on the table, the German force counts as having an Inexperienced Intelligence Officer (see special rules above). The German player must pay 10pts if he opts to take on this ability for his force. For a further +5pts, the -1 modifier associated with an Inexperienced Intelligence Officer may be discounted.

INTELLIGENCE OFFICER

Whilst the Intelligence Officers depicted here are for the main part Infantry Officers who have sub-specialised in intelligence, they are not the same as normal HQ officers. For example, they do not confer the same morale bonus as a standard officer model, and so on.

Cost	21 pts (Inexperienced), 30pts (Regular), 39pts (Veteran)
Composition	Pistol, submachine gun, or rifle as depicted on the model
Weapons	Rifles
Special Rules	- May only be taken when added to an officer unit or as detailed in the special units below (may not be taken as an individual unit). - Must be the same quality as the officer he is attached to. - Intelligence: Once per game, at the beginning of any turn, the Intelligence Officer may act on intelligence gathered about the enemy force before the first die is drawn from the dice bag. Roll a D6 and apply the following modifiers:

	Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation. If both players attempt to activate this ability simultaneously, each must roll 1D6. The higher score wins but the losing player may attempt to use his ability on another turn instead.
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ALL NATIONS – WAR CORRESPONDENT

Propaganda played a big part for all nations during the Phoney War. Some German reconnaissance teams were accompanied by civilian war reporters, or *Kriegsberichterstatter* who had no military training or experience. They were given the title of *Sonderführer*, giving them the rank of an officer or NCO and were often accompanied by a cameraman and driver to form a small unit which normally sat at divisional or regimental level. They wore military uniform with their rank but with a special collar to denote their status. Other nations also employed war correspondents in the war's most dangerous theatres, often in the very thick of the action, such as Australia's fearless Damien Parer and America's intrepid Ernie Pyle.

A single war correspondent unit may be added to any Theatre Selector which could realistically contain them (so **not** commando raids!). However, given the very limited use of this unit players are advised to first check the scenario brief carefully to ascertain whether a propaganda victory is even realistic!

Cost	30pts (Inexperienced)
Composition	1 NCO and 1 cameraman
Weapons	Rifles
Options	May be Shirkers for -6 pts
Special Rules	- No military training: War correspondents cannot claim or contest objectives, man vehicle weapons, or even use the 'assault' special rule from their pistols. - Shirkers (If taken) - Propaganda victory: If the war correspondent survives the action, he can claim a propaganda success if he had direct line of sight to any units (friendly or enemy) for three or more consecutive turns. This results in the player being awarded victory points in any scenarios that specifically state a propaganda victory is possible in the scenario

brief. If this is not specified in the scenario brief but both players are willing to include propaganda units, the standard reward for a propaganda victory is one victory point.



BEF Daimler Dingo

NEW THEATRE SELECTORS



ALL-NATION THEATRE SELECTOR

GENERIC ANTI-TANK GUN REINFORCED PLATOON

Whilst the German Early War Anti-tank gun Reinforced Platoon list gives a specific example tied to one nation and one period of the war, some players may wish to field antitank gun platoons in other theatres and eras. The list below is a generic Anti-tank Gun Reinforced Platoon list designed to be used in conjunction with the Generic Reinforced Platoon list in the *Bolt Action* rulebook and all *Armies* supplements, as well as the generic Armoured Platoon Selector on page 11 of *Tank War*. This list presents a very broad brush look at the general concepts behind anti-tank gun platoons so is not balanced for playing against specific, historic lists.

1 Lieutenant – First or Second

2 Anti-tank guns of the same type

Plus:

0–1 Infantry Squad

0–1 Captain or Major

0–1 Medic

0–2 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–2 Field artillery, anti-aircraft or anti-tank gun*

0–1 Anti-aircraft vehicle or self-propelled artillery

0–1 Transport vehicle or tow per infantry and artillery unit in the reinforced platoon

* Additional anti-tank guns must be of the same type as initially selected with the compulsory two anti-tank guns



BEF 2pdr anti-tank gun

BRITISH THEATRE SELECTORS

BEF MOTORCYCLE PLATOON

A single Motorcycle Battalion was attached to some Motor Divisions of the BEF. Within the battalion, a company was made up of three platoons which were used to scout out enemy positions ahead of armour or motorised infantry. A platoon was made up of an HQ section typically led by a 2nd lieutenant or lieutenant, with both a light mortar and a Boys anti-tank rifle available to the HQ section. Three sections each made up of two vehicles completed the platoon, normally armed with Bren guns or used as ammunition carriers.

1 Command vehicle: Early War Motorcycle and Sidecar 2–3 Motorcycles and Sidecars

Infantry

0–4 Infantry sections: Early war Regular or Inexperienced infantry sections, a maximum of one Intelligence Section

Armoured Car

0–1 Armoured car: Daimler Dingo, Recce Carrier, Morris CS9

Tank

0–2 Machine Gun Carriers

Transports and Tows

The platoon **must** include enough transport vehicles to transport all infantry units, from: Bren carrier, 15cwt, 30cwt, 3 ton trucks, and utility cars.

SPECIAL RULES

- Baptism of Fire: All units must be Inexperienced or Regular.



BEF Guy armoured car

GRENADIER GUARDS

The most senior infantry regiment in the British Army, the Grenadier Guards can trace their lineage back to the mid-17th Century. At the beginning of the Second World War the regiment was expanded to six battalions, with the first three battalions being sent to France as part of the BEF. During the defence of the River Escaut in May 1940, Lance Corporal Harry Nicholls of the 3rd Battalion became the thirteenth Grenadier Guard to be awarded the Victoria Cross. After the Escaut fighting, German infantry officer *Hauptmann* Ambrosius described the Guards as:

“The best British professional soldiers. They are all 1.80 metres tall, and the youngest has served six, and the oldest 18 years... (they) fought to the last man.”

1 Lieutenant – First or Second
2 Regular infantry sections (early war)

Plus:

Headquarters

0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (Either Artillery or Air)

Infantry

0–4 Infantry sections: Regular infantry sections (Early war), a maximum of 1 Intelligence Section

0–1 Machine gun team

0–1 Anti-tank team: Boys anti-tank rifle team

0–1 Mortar team: light or medium

Artillery

0–1 Artillery unit:

Field Artillery: 25pdr light howitzer

Anti-aircraft gun: 40mm heavy automatic cannon

Anti-tank gun: QF 2pdr light anti-tank gun

Armoured Car

0–1 Daimler Dingo, Recce Carrier, Morris CS9

Tank

0–1 tank: Matilda I, Matilda II, Machine Gun Carrier

Transports and Tows

0–1 Transport vehicle per infantry unit in the reinforced platoon from: Bren carrier, 15cwt, 30cwt, 3 ton truck, and utility car

0–1 Tow from: Bren Carrier, 15cwt Truck, 30cwt Truck, and Quad Tractor

SPECIAL RULES

- Senior Regiment: As the senior regiment in the British infantry, the reputation of the Grenadier Guards must be upheld. Their performance during the Battle of France is littered with personal examples of heroism. All Grenadier Guards Headquarters and Infantry units must pay +1pt per model and are *stubborn*.
- Leading from the Front: the Guards can afford to be selective in their choice of officers, even more so than other regiments. Their numbers include veterans of the First World War and inter-war colonial peacekeeping. Their hand-picked officers suffered heavy casualties during the Battle of France as they led from the front. Whilst the Grenadier Guards are subject to the normal Baptism of Fire rule (see *Armies of Great Britain* page 66), which constrains them to Inexperienced and Regular units only, their officers are an exception and can be Veteran.



BEF troops advance cautiously through a French Church yard

FRANKFORCE

Frankforce was named after its organiser Major General Harold Franklyn, an infantry officer who had fought in the Battle of Arras in 1917 and was now charged with assembling a force to push the German offensive back in exactly the same location, 23 years later. Commanded in the field by Major General Giffard Le Quesne Martel, Frankforce consisted of two columns. The left was composed of the 4th Royal Tank Regiment, the 6th Durham Light Infantry, two artillery batteries, an antitank platoon and a company from the 4th Royal Northumberland Fusiliers, together with one of their motorcycle platoons. The right column was made up of the 7th Royal Tank Regiment, 8th Durham Light Infantry, two field artillery batteries, an anti-tank platoon and a motorcycle platoon from the 4th Royal Northumberland Fusiliers. Frankforce made such an impression on the German forces around Arras that the 7th Panzer Division recorded in its war diary that it had been attacked by five British divisions. However, having lost the majority of its tanks to breakdowns and enemy fire and without any reinforcements, Frankforce was unable to hold onto any of the gains it made at Arras.

1 Command Tank from: Matilda I or Matilda II

2 Tanks from: Matilda I or Matilda II (all three compulsory tanks must be of the same type i.e. three Matilda Is or three Matilda IIs)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (Artillery)

Infantry

0–3 Infantry sections: Early war Regular or Inexperienced infantry sections, a maximum of one Intelligence Section

0–1 Sniper team

0–1 Machine gun team

0–1 Mortar team: light or medium

Artillery

0–1 Artillery unit:

Field Artillery: 25pdr light howitzer

Anti-aircraft gun: 40mm heavy automatic cannon

Anti-tank gun: QF 2pdr light anti-tank gun

Armoured Car

0–1 Armoured car: Recce Carrier, British Early-war Motorcycle and Sidecar

Tank

0–1 Tank: Matilda I or Matilda II (may be a different type from the three compulsory tanks above), Machine Gun Carrier

Transports and Tows

The platoon **must** include enough transport vehicles to transport all infantry and artillery units, from: Bren carrier, 15cwt, 30cwt, 3 ton trucks, utility cars, and Quad tractors.



French M1897 75mm artillery

FRENCH THEATRE SELECTORS

CHASSEURS ALPINS REINFORCED PLATOON

Wary of Italian aggression across the Alps, the French army created its first specialized mountain fighting units in the late nineteenth century. Although made up of volunteers, the elite units of the *Chasseurs Alpains* were traditionally recruited from the local populations near their garrisons in the mountainous regions of the Alps and the Vosges to ensure good local area knowledge and familiarity with skiing and cold weather survival.

The *Chasseurs Alpains* fought with distinction in the First World War. Some French sources claim they gained the nickname of 'Blue Devils' from their German adversaries due to their combat effectiveness and distinctive, dark blue uniforms, although German sources do not corroborate this accolade! These elite units were stationed in the same mountainous regions at the beginning of the Second World War, and largely followed the same unit organization as their conventional brethren of the standard infantry divisions.

1 Lieutenant – First or Second

2 Infantry Sections – SES sections

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery)

Infantry

0–4 Infantry Sections: SES sections

0–1 Machine gun team

0–1 Mortar team: light

0–1 Sniper team

Artillery

0–1 gun from:

Field artillery: light artillery, medium artillery

Anti-tank gun: light anti-tank gun, medium anti-tank gun
Anti-aircraft gun: 25mm Hotchkiss 1939 light AA gun

Tanks

0–1 tank from: Renault FT

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: Laffly S15R, Laffly S20 TL, Unic P107 half-track.

0–1 Tow **per** artillery piece in the reinforced platoon from: General Purpose truck, Unic 107 half-track, Laffly S15/V15, Mule Team.

SPECIAL RULES

- **Fighting Elite:** The chasseurs of the Chasseurs Alpins are highly trained and highly motivated fighting men with a fearsome reputation. All infantry and headquarters units in the reinforced platoon must be Veteran.
- **Mountain Mobile:** All infantry and headquarters units in the reinforced platoon are equipped with skis and ignore movement penalties for snow and other winter conditions.
- **Always prepared:** If the reinforced platoon is used in any scenario which includes the Frostbite rule for French forces, cold weather clothing must be taken for every headquarters and infantry unit.



French cavalry tanks move out line abreast

DEFENCE OF SAUMUR REINFORCED PLATOON

Colonel Charles Michon was a hard and experienced soldier, having joined the French cavalry in 1907 and volunteered for a transfer to the infantry during the

First World War, where he was seriously wounded in action. As commandant of the prestigious French cavalry officer college and hailing from nobility, the honour of France was paramount to Michon. With some 780 officer cadets still at the college when Petain ordered the surrender of all French military units, Michon knew victory was out of the question when he drew up his plans to defend Saumur against advancing German forces.

Michon was able to bolster his force with equipment scrounged and salvaged by his students and staff, including machine guns, 25mm and 75mm guns, light and medium mortars and even a trio of First World War armoured cars. He also commandeered manpower from retreating units, including 200 Algerian soldiers, 450 men from a neighbouring training facility, three Panhard 178 armoured cars, five Hotchkiss H39 tanks and the support of *Groupe Franc* motorcycles and an AMC 35. Michon split his forces up into groups, each based around a core of some 100 officer cadets, a *tirailleur* section, a 25mm cannon, two mortars and a machine gun. His motley collection of just under 2200 men was outnumbered nearly five to one, but nonetheless were ready and willing to stand and fight.

1 Lieutenant – First or Second

2 Infantry Sections – Officer Cadet sections

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

Infantry

0–4 Infantry Sections: Officer Cadet sections, Inexperienced Infantry sections, a maximum of one Tirailleurs Infantry section, a maximum of one Dragons Portés section with motorcycle/sidecars

0–1 Machine gun team, Officer Cadet Machine gun team

0–2 Mortar team: light or medium

Artillery

0–1 gun from:

Field artillery: light artillery

Anti-tank gun: light anti-tank gun

Armoured Car

0–1 armoured car from: AMD Laffly 50AM, AMD Panhard 178

Tanks

0–1 tank from: Hotchkiss H39, AMC 35

Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: General Purpose Truck, Light Utility Car

0–1 Tow per artillery piece in the Reinforced Platoon from: General Purpose truck

SPECIAL RULES

- “A generation of sacrifices” – Any headquarters unit in the reinforced platoon may be Stubborn at +1pts per model.
- B-Rated – The soldiers making up the majority of the force are inexperienced officer cadets and colonial soldiers with limited training, intended for the reserves. Machine gun teams and mortar teams may not be Veteran, and artillery must be Inexperienced.



French Schneider P16 half track

DLM ARMoured PLATOON

The *Division Légère Mécanique*, or Light Mechanised Division, was roughly comparable to a German Panzer Division in strength and role. In 1935 the 4th Cavalry Division, who already had several years experience in the mechanised role, became the 1st DLM. The 5th Cavalry Division converted to become the 2nd DLM in 1936, and a 3rd DLM was created in February 1940 although this division was hastily formed and relied on considerably less experience than the

first two divisions.

Split into two brigades, the DLM was a self-sufficient unit equipped for a variety of roles. Offensive capability was spearheaded by two tank regiments and a motorised dragoon regiment, supported by engineers, armoured cars, motorcycles, artillery, anti-tank guns and anti-aircraft guns. This Theatre Selector is presented as an alternative to the DLM Armoured Platoon on page 65 of *Germany Strikes!* and has some small variations.

1 Somua S35 or Hotchkiss H39 (with upgraded SA38 light antitank gun), with the Command Vehicle rule at +25pts, or a Panhard 178 command vehicle.

2 Tanks from: Somua S35, Hotchkiss H35

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery)

Infantry

0–3 Infantry squads: Dragons Portes infantry sections

0–1 Motorbike section

0–1 MMG Team

0–1 Mortar team: 60mm light mortar, 81mm medium mortar

Artillery

0–1 gun from:

Field artillery: 75mm 1897 light howitzer, 105mm 1936 medium howitzer

Anti-tank gun: 25mm SA 34 light anti-tank gun, 47mm SA 37 medium anti-tank gun

Anti-aircraft gun: 25mm Hotchkiss 1939 light AA gun

Armoured Car

0–1 armoured cars: AMD Panhard 178, AMR 33/35

Tanks, Tank Destroyers and Self-propelled guns

0–1 Tank, Tank Destroyer, or Self-propelled gun from: Somua S35, Hotchkiss H35/H38/H39, AMR35 ZT2, AMR35 ZT3, Laffly S20TL Portee

Transports and Tows

The platoon **must** include enough transport vehicles to transport all infantry and artillery units, from: Laffly S15R, Laffly S20 TL, Unic P107 half-track. It **must** also include a tow for the artillery piece, if chosen, from: Unic 107 half-track, Laffly S15/V15.

SPECIAL RULES

- Communication Breakdown, Forward Artillery Doctrine and Hurriedly Conscripted Reserves as described on page 10–11 of *Armies of France and the Allies* are in effect.
- The Platoon Command vehicle **must** use the Lack of Radios special rule on page 11 of *Tank War* for a reduction of 10 points.
- No units may be Veteran.



French forces advance

GERMAN THEATRE SELECTORS

1940 PANZER DIVISION ARMoured PLATOON

The German army's pioneering *Blitzkrieg* tactics were centred around fast moving, hard hitting units on the ground, closely supported by airborne assets. The Panzer Division was key to this success, and many lessons had been learnt in the Polish campaign which further refined and improved an already formidable formation.

A typical Panzer Division in 1940 was organised around a core of one or two tank regiments, supported by motorised infantry, engineers, motorcycles, armoured cars, artillery, and anti-tank guns. By the time the Battle of France had begun in earnest, the smaller Panzer I and Panzer II tanks were proving to be little match for the more modern French tanks. The newer Panzer III and Panzer IV formed the cream of the Panzer Divisions, although the Czech designed Panzer 35(t) and 38(t) also proved their worth.

1 Command Vehicle from: Funkspahwagen SdKfz 263 (8-Rad), Panzerbefehlswagen SdKfz 265 Pz I, Panzerbefehlswagen SdKfz 267-268 Pz III, or any half-track with the Command Role (from *Armies of Germany* or *Tank War*)

2 Tanks: Panzer I, Panzer II Ausf A, B, or C, Panzer III Ausf C, D, E, or F, Panzer IV Ausf A, B, C, or D, Panzer 35(t) or Panzer 38(t)

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Artillery or Air)

Infantry

1– 3 Infantry Squads: Heer infantry squad, Kradschützen squad, a maximum of one Heer pioneer squad.

0–1 Sniper team

0–1 MMG teams

0–1 Mortar team: light or medium

0–1 Anti-tank rifle team

Artillery

0–1 gun from:

Field artillery: light or medium

Anti-tank gun: Pak 36

Anti-aircraft gun: Flak 38, Flak 36 or 88mm AA/AT Flak 36

Armoured Cars and Recce Vehicles

0–1 armoured car or Recce vehicle: Kfz 13, SdKfz 222, or SdKfz 231 (6-Rad)

Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–2 vehicles from: Panzer I, Panzer II Ausf A, B, C, or F, Panzer III Ausf C, D, E, or F, Panzer IV Ausf A, B, C, or D, Panzer 35(t), Panzer 38(t), Panzerjäger I, Panzer I sIG33, SdKfz 251/1, SdKfz 8 with armoured cab, or SdKfz 10/4 with Flak 38

Transports and Tows

The platoon **must** include enough transport vehicles to transport all infantry and artillery units, from: Kübelwagen, truck, SdKfz 7, SdKfz 10, SdKfz 251/1.

One SdKfz 251/1 per army may be upgraded to a 251/10.

SPECIAL RULES

- Forward the Guns: German anti-tank units were highly aggressive. The player may reroll failed morale checks for his anti-tank guns when testing for an *Advance* or *Run* order.



German Panzer 38t

EARLY WAR ANTI-TANK GUN REINFORCED PLATOON

As with many other nations, the German army employed infantry anti-tank guns, both deployed as smaller units at infantry platoon and company level, and as standalone larger units at divisional level. A divisional anti-tank *Abteilung* (battalion) typically consisted of an HQ and three companies, supported by transportation and a maintenance section. This Theatre Selector is based upon the standard German infantry anti-tank gun platoon which saw service between 1937 and 1941.

1 Lieutenant – First or Second

2 Pak 36 anti-tank guns

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (Artillery or Air)

Infantry

0–1 Infantry squads: Heer infantry squad

0–3 LMG Teams

Artillery

0–2 guns from:

Field Artillery: light

Anti-aircraft gun: Flak 38, Flak 36, or 88mm AA/AT Flak 36

Anti-tank gun: Pak 36

Armoured Cars

0–2 Armoured car or recce vehicle: motorcycle with machine-gun sidecar

Tanks, Tank destroyers, Assault Guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: Panzerjäger I, Panzer I sIG33, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

Transports and Tows

0–1 Transport vehicle per infantry unit in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Heavy field car, Field car (counts as Kübelwagen)

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Heavy field car, Horse-drawn limber, Artillerie

KRAFTRADSCHÜTZEN REINFORCED PLATOON

The German Army made great use of *Krafradschützenkompanie*, or Motorcycle Rifle Companies, during the lightning advances of the Blitzkrieg. Motorcycle units were used to scout ahead of advancing tanks and mechanised infantry, carrying out reconnaissance of the terrain and enemy forces. In this respect they carried out a similar role to that of the later Panzergrenadiere in Panzer divisions. The company consisted of an HQ staff, three platoons based around motorcycles with sidecars carrying light machine guns and mortars, and a fourth platoon with medium machine guns. The three platoons each consisted of three squads of four motorcycles and sidecars with two MG34s, and a separate light mortar transported by a further two motorcycles with sidecars. Officers and medics at both company and platoon level were normally transported in cars such as the Kfz 11 or Kfz 18 Horch.

1 Lieutenant – First or Second
2–4 Krafradschützen Squad

Plus:

Headquarters

0–1 Captain or Major
0–1 Medic
0–1 Forward Observer (Either Artillery or Air)

Infantry

0–4 Infantry squads: Heer Infantry Squads, Heer Veteran Infantry Squads, Kradschützen Squads, a maximum of one Feldgendarmerie Squad
0–2 Machine gun teams
0–1 Anti-tank rifle team
0–1 Mortar team: light or medium

Armoured Car

0–1 Armoured Car from: SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad)

Tank

0–1 vehicle from: Panzer I, Panzer II Ausf A, B, C, or F

Transports and Tows

The platoon **must** include enough transport vehicles to transport all infantry units, from: Truck, SdKfz 251/1, Heavy Field Car, Field Car (counts as Kübelwagen)

SPECIAL RULES

- Combined HQ: Whilst in practice medics would often be dispatched to wherever needed, the actual organisational structure placed them in their Platoon and Company HQs. Therefore, a Krafradschützen Reinforced Platoon may combine its medic unit with the platoon Second Lieutenant or First Lieutenant or company officer (Captain or Major) to form one unit that combines the benefits of officer leadership bonuses and medic saves. Note that this does not combine the two roles in one individual; a separate officer and medic are still present in the same unit.
- HQ Transport: Officers and Medics must be transported in either a Field Car or Heavy Field Car. Any men added to the officer or medic unit may elect to ride motorcycles for +5pts per man, gaining the motorbikes rule in the *Bolt Action* rulebook. They still act under one order die, but may relax their unit coherency to 6" until they dismount.



German motorcycle and sidecar

INFANTRY REGIMENT 9 – POTSDAM

The 9th Infantry Regiment was established in October 1920 in Potsdam, Germany. The regiment carried the baton forward from the elite 1st Prussian Regiment of Foot Guards; the “*Graf Neun*” (so named due to the high number of aristocracy within the regiment’s officer cadre) permitted only the highest possible levels of military standards and bearing. These high standards coupled with being garrisoned near Berlin resulted in the regiment being responsible for the military training of the *SS Leibstandarte* between 1933 and 1935.

The regiment took part in the invasion of Poland as part of the 23rd Infantry Division, fighting in the vicinity of Pomerania and then advancing to Bialystok.

On 10 May, 1940 the 9th Infantry Regiment crossed the German border to drive through Bastogne, across the Meuse, and on to the Aisne. The regiment captured a strongly fortified and defended bridge at Charleville, which was imperative for the 8th Panzer Division to maintain their rapid advance. Following the campaign in France, the regiment fought on the Eastern Front and in the failed attack on Moscow. In June 1942 the regiment converted to Panzergrenadier Regiment 9. Nineteen former officers of the regiment were involved in the Stauffenberg conspiracy to assassinate Adolf Hitler, making the regiment the largest contributor to the bomb plot and also standing as a testament to the ideals of honour and tradition which the 9th Infantry Regiment stood for. The regiment is remembered by its motto *Semper Talis* (Always Distinguished) and their conduct in France was beyond reproach. Today their ideals and traditions are carried on by the *Bundeswehr Wachbataillon*.

1 Lieutenant – First or Second

2 Infantry Squads: Heer Infantry squads, Heer Veteran Infantry Squads

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (Either Artillery or Air)

Infantry

0–4 Infantry squads: Heer Infantry squads, Heer Veteran Infantry squads, a maximum of one Kradschützen squad, a maximum of one Heer Pioneer squad, a maximum of one Feldgendarmerie Squad

0–2 Medium machine gun teams

0–1 Anti-tank rifle team

0–1 Mortar team: light or medium

0–1 Flamethrower team

Artillery

0–1 Artillery unit:

Field Artillery: light, medium, or heavy

Anti-aircraft gun: Flak 38, Flak 36

Anti-tank gun: Pak 36

Armoured Cars

0–1 Armoured car or Recce vehicle: motorcycle with machine gun sidecar, SdKfz 222, SdKfz 231 (6-Rad), SdKfz 231 (8-Rad)

Tanks, Tank Destroyers, Assault Guns, Self-Propelled Artillery, and Anti-Aircraft Vehicles

0–1 vehicle: Panzer II Ausf A, B, C, or F, Panzer 38(t), Panzer IV Ausf A, B, C, or D, StuG III Ausf A, Panzerjäger I, Panzer I sIG33, SdKfz 251/2, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

Transports and Tows

0–1 Transport vehicle per infantry unit in the reinforced platoon from: Truck, SdKfz 251/1, Heavy Field car, Field car (counts as Kübelwagen)

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, SdKfz 251/1, Heavy Field car, Horse-drawn limber, Artillerie Schlepper VA 601 (b)

SPECIAL RULES

- **Prussian Standards:** The eyes of the entire nation looked to Infantry Regiment 9 to uphold the fine standards and traditions of the German Army. With no shortage of volunteers to join the ranks of this prestigious regiment, their command could afford to pick and choose the best. Combined with one of the best training systems in the world, the calibre of fighting man was almost unrivalled. If any Infantry or HQ unit in the reinforced platoon rolls a FUBAR (double six for an orders test), roll on the FUBAR Chart as normal; however, if a roll of 3–6 is made (a 'Panic' result) then the unit goes *Down* – it will never run away.
- **Officer Elite:** A high percentage of the regiment's officers were drawn from the aristocracy, where family tradition called for generation after generation of men to serve as military officers. The old Prussian military spirit combined with high levels of staff education resulted in an elite within an already elite cadre. Once per game, every officer within an Infantry Regiment 9 reinforced platoon may remove a single pin marker from itself or any infantry unit within its command range. This must be done at the end of a turn, although different officers may carry this action out on different turns (e.g. a reinforced platoon with a Lieutenant and a Major may have the Lieutenant remove a pin marker at the end of turn 3, and the Major remove a pin marker at the end of turn 5).

ITALIAN THEATRE SELECTORS

ITALIAN ARMY GROUP WEST REINFORCED PLATOON

In the years leading up to the Second World War Italy prepared for potential hostilities with France, but these preparations did not extend beyond adopting a defensive stance. Three hundred thousand men were available for deployment along the Franco-Italian border, but only four out of 22 divisions were made up of specialist Alpine troops. In addition to the infantry and Alpine divisions, Army Group West also contained a Blackshirt battalion in the 2nd Alpine Group, and the 1st Bersaglieri Regiment.

The border units formed the First and Fourth Armies under the command of 36 year old General Umberto di Savoia, grandson of King Victor Emmanuel III. Whilst the two armies were supported by both armour and air power on paper, the majority of tanks available were light, obsolete tankettes and the doctrinal forbiddance of direct communication between army and air force commanders in the field caused serious breakdowns in communication.

1 Lieutenant – First or Second

2 Infantry Sections – Infantry Sections: Inexperienced infantry Sections, Regular infantry Sections, or Alpini infantry Sections

Plus:

Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Observer (Air or Artillery)

Infantry

0–4 Infantry Sections: Inexperienced infantry Sections, Regular infantry Sections, Camicie Nere Militia infantry Sections, Bersaglieri infantry sections, or Alpini infantry Sections

0–1 Machine gun team

0–1 Mortar team: light or medium

0–1 Sniper team

0–1 Anti-tank rifle team

Artillery

0–1 gun from:

Field artillery: light, medium, or heavy artillery

Anti-tank gun: 47/32 Elefantino

Anti-aircraft gun: Breda 20mm AA gun

Tanks, Self-Propelled Guns, and Anti-Aircraft Vehicles

0–1 vehicle from: L3 Tankette (any variant), AA trucks (may not take super-heavy anti-tank gun upgrade)

Transports and Tows

0–1 Transport vehicle **per** infantry unit in the reinforced platoon from: FIAT 508 CM, truck

0-1 Tow from: Wheeled artillery tractor, up to one Mule Team per artillery gun in the reinforced platoon.

SPECIAL RULES

- Inter-service Communication Breakdown: Any air observer included in the reinforced platoon suffers a -1 penalty when rolling on the Air Strike Chart on page 85 of the *Bolt Action* rulebook.
- Alpini Support: If the reinforced platoon includes any Alpini infantry sections, any Veteran headquarters unit, machine gun team, light mortar, sniper, or anti-tank rifle may be equipped with skis for +1pt per model. Ski equipped units ignore movement penalties for snow.
- Obsolete and Ill-Trained: Army Group West struggled with obsolete vehicles and inadequate training for its drivers, resulting in a high attrition rate of vehicles from driver mishandling. All vehicles in the reinforced platoon must be Inexperienced.



Italian Infantry Squad

SPECIAL RULES



DUG IN: BARBED WIRE, FOXHOLES, TRENCHES AND GUN PITS

Many military leaders in prominent positions at the start of the Second World War had seen front line service during the First World War, and just how effective a well dug-in defensive position could be. Dug in positions can be anything from simple, one man foxholes to entire networks of sprawling trenches augmented by barbed wire and minefields, and the First World War saw many of these defensive installations used to great effect.

One of the main drivers behind German plans for the invasion of France was just how far prepared defensive positions had come, as demonstrated by the state-of-the-art fortifications which made up the Maginot Line, built along the French borders with Germany, Luxembourg, and Switzerland during the 1930s. Consisting of blockhouses, bunkers, anti-tank guns, artillery, and machine guns to name just a few of the obstacles to an invasion from the east, the Maginot Line was intended to stall any invasion for long enough to mobilise the French Army. Rules for some of these defensive installations are given below.

DUG IN RULES

Where specified in a scenario brief, some units may begin the game Dug In. These units have had time to dig foxholes or other defensive positions. Dug in units can also be *Hidden*. If terrain is not available to represent foxholes or trenches, counters can be used to highlight which units are dug in.

A dug in unit counts as being *Down* when shot at, even if it has not been given a *Down* order (additional -2 to hit and the number of hits from HE is halved, rounding up). If the unit is issued a *Down* order whilst dug in, the benefits are doubled. Being dug in offers no additional protection against enemy assaults, with the exception of tank assaults as detailed below.

Units are dug in until they leave their positions via an *Advance* or *Run* order. If counters are being used in lieu of scenery, use them as markers to record the positions of the foxholes as they can be used later in the game.



French artillerymen make ready

DUG IN VEHICLES

Digging in vehicles to form static defensive positions was common practice in several theatres, particularly when fuel was in limited supply. In *Bolt Action* a dug in vehicle counts as being in hard cover and may not move for the entire game. Immobilised damage results count as crew stunned.

DUG IN WITH HIDDEN SET-UP

If the scenario brief allows defending units may be both dug in and hidden, representing units who have had time to camouflage their defensive positions. Hidden set-up takes precedence over the dug in rule, although the dug in unit does count as *Down* against HE. Once the hidden set-up rule no longer applies, the unit reverts to using the dug in rule alone.

DUG IN VS PREPARATORY BOMBARDMENT

Simple foxholes will provide little benefit against the effects of massed, concentrated artillery bombardment. A foxhole will not protect against a direct hit from an artillery salvo, so no additional protection is given.

DUG IN VS TANK ASSAULT

A foxhole will give some protection for defending infantry against armoured assault, as well as providing some positive effects to morale. However, any soldier unfortunate enough to be caught in his foxhole if a tank elects to stop on top of it and twist in place will suffer a terrible demise.

Models from dug in units automatically pass their morale check and are not moved aside when assaulted by a tank as they can simply duck down in their foxhole and allow the enemy vehicle to pass overhead. However, if a tank ends its assault move on top of any dug in models, these models are removed as casualties and the unit must make a morale check for tank assault as normal.

DIGGING IN DURING A GAME

Digging in during a game is normally not permitted, but if both players agree then units can attempt to do so. Units attempting to dig in are given a *Down* order and must make an order test at the end of the turn. If the test is successful then the unit remains *Down* for the next turn, after which they are then dug in.

BARBED WIRE

Originally developed in the mid nineteenth century, many of the early barbed wire designs were intended as a measure to control farm animals or deter wild animals. It first saw military use at the end of the nineteenth century but it would be during the First World War that barbed wire would become both iconic and notorious. Extremely effective at severely hampering the mobility of the infantryman, barbed wire was also very robust and easy to replace. When used as a method of channelling an attacking force into the path of defensive machine guns, barbed wire became one of the most cost effective defensive tools in the entire war.

Barbed wire *in Bolt Action* is used in strips measuring 6" long. It is impassable to infantry and unarmoured vehicles. Any infantry unit may attempt to cut a length of barbed wire by coming into contact with it and then using a *Down* order on the next turn. A roll of a 6 is required to cut a 6" length of wire. Every subsequent turn spent *Down* and attempting to cut the wire gives a +1 modifier, culminating in a roll of 2+ on a fifth turn as a roll of 1 is always a fail. Engineering units attempting to cut wire are automatically successful, but still require a *Down* order to do so. Any unit can be equipped with wire cutters at a cost of +1 points per model, giving that unit a +2 to each dice roll when attempting to cut wires. If a 6" section of wire is successfully cut at any point, the entire 6" section is removed from play.



Belgian sniper team

MINEFIELDS

Mines are explosive devices which are designed to be concealed from the enemy, and then detonated as an enemy unit passes close by or directly over. Mines can come in a variety of forms for a variety of purposes – anti-personnel mines which are designed to kill and injure personnel, for example, are very different from the more concentrated effect of anti-tank mines. Not only do the effects differ markedly but also the triggering mechanisms can be delivered in a variety of forms. Whilst the most common triggering mechanism for mines in the Second World War was pressure (which again would vary depending on the target), several other mechanisms could be employed such as trip wires or command initiation. The prepared defensive positions which lined the French borders, or surrounded key strategic objectives made good use of minefields in several different guises.

Whilst the term ‘mine’ is often used to cover improvised explosive devices used by partisans and guerrillas, the rules below are intended to cover factory built mines designed to be used by recognised military forces.

MINEFIELD RULES

Unless specifically stated in the scenario or agreed by players beforehand, minefields are either marked or have already been discovered, therefore both players are aware of the locations and dimensions of any minefields.

MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6” x 6” square area. Different sizes may be detailed in a scenario brief or agreed by players. If a scenario defender wishes to use minefields, they cost 50pts per section and up to two may be purchased for every 1000 points of his force. If minefields have already been issued to the defender as part of the scenario special rules, these minefields do count towards his total allocation, even if they do not cost any points.

EFFECT OF MINEFIELDS

When any unit (friend or foe) enters a minefield, the opponent can interrupt their movement once at any point within the minefield section, as if an ambush had been carried out. If the unit survives, it may complete its movement after the attack. The attack itself is resolved by rolling one die to hit: a 3+ is required to hit an Inexperienced unit, a 4+ to hit a Regular unit, and a 5+ for a veteran unit. A player can force his opponent to re-roll a successful hit if the target unit are engineers or pioneers, or if a friendly unit is attempting to cross its own minefield. This re-roll is only permitted if the unit crossing the minefield is doing so on an *Advance* order. If any unit attempts to cross a minefield on a *Run* order, three dice are rolled to hit instead of one. A single unit can only be attacked by a minefield section once per turn; however, a section can attack multiple targets if crossed.

Any hits scored by a minefield are resolved with a +2 Penetration value against non-armoured targets and +3 against armoured targets. In both cases, the unit suffers D3 pin markers rather than the normal one. Note that the higher value Pen against armoured targets reflects the fact that the anti-personnel mine hits the weakly armoured belly of the vehicle – not normally considered from the point of view of other hits.

ANTI-TANK MINEFIELDS

A player deploying minefields may replace any anti-personnel minefields as detailed above with anti-tank minefields. This should be noted down before the game and does not need to be declared to his opponent until the first ambush is attempted. As a greater pressure is required to detonate an anti-tank mine, infantry and artillery units may cross as normal. However, hits inflicted on a vehicle by an anti-tank mine are resolved at +5 Penetration.

MIXED MINEFIELDS

Anti-personnel and anti-tank mines can be used together in one minefield section. This must again be noted before the game begins, and uses up two minefield sections for each single mixed minefield section deployed – the player may lay a single anti-personnel minefield section and a single anti-tank minefield section, or may combine both into one mixed minefield section. Mixed minefields have a +2 Penetration hit against infantry and artillery, and +5 Penetration against vehicles.

DUMMY MINEFIELDS

A minefield section may be replaced with two dummy minefields. These are deployed as normal, and must be noted down before the game commences. Any unit moving through a minefield must make its normal to hit roll, but if a hit is scored then the minefield is revealed as a dummy section and counts as cleared (see rules below).

MINEFIELDS IN WATER

Some scenarios may call for placing mines in water. These are intended for use against boats and amphibious vehicles and so must be either anti-tank mines or dummy mines.

CONCEALED MINEFIELDS

Some scenarios give players concealed minefields – in contravention of the Geneva Convention! The location and composition of these minefields must be noted down before the game commences, but cannot be located in the enemy set-up zone unless specifically stated in the scenario brief. The minefield section is revealed as soon as any unit moves into it. For scenarios which do not specifically state the allocation of minefields, a Concealed Minefield counts as two normal minefield selections, in the same way as a Mixed Minefield.

CLEARING MINEFIELDS

After a minefield section has hit a unit, the opposing player rolls a single die. On the roll of a 6, the section is now cleared. A roll of only 4+ is required to clear a section if the unit hit by the mines was a vehicle with a damage value of 8 or greater.

A cleared minefield remains on the table, but due to troops having found a path through or vehicles leaving track marking behind, hits are now scored on a 6 regardless of the quality of the unit crossing it. Only a single die is rolled, even if the unit crossing is running, and re-rolls for friendly units and engineers still apply.

MANUAL CLEARANCE

Any infantry unit with at least five models inside the minefield may attempt to

clear it. The unit must be given a *Down* order and rolls a single die. An unmodified result of 1 will result in the minefield attacking the unit (even if it is an anti-tank minefield) and an unmodified 6 is always a success. The following modifiers apply:

Minefield Modifier Table	
Veteran	+1
Inexperienced	-1
Engineers	+1
Mine-clearing gear*	+2
Per pin marker on unit	-1
*Any engineer unit may be equipped with mine clearance gear at a cost of +1pt per model	

BLOWING IT UP!

Indirect Fire weapons may target a visible minefield section. Roll to hit as normal with the normal process for ranging in. Roll for the HE value of the weapon – if six hits are scored with a single attack, the minefield section is cleared. When resolving an artillery barrage, roll a die for each minefield section in range of the barrage (including Concealed Minefields). On the roll of a 6, that section suffers a heavy howitzer hit and is cleared if six hits are scored. For preparatory bombardments, roll a single die for each minefield section in the defender's set-up zone. On the roll of a 6 the minefield section is cleared.



Belgian T15 light tank

FROSTBITE

History is littered with examples of campaigns where the elements have caused more casualties to an army than the enemy. Cold weather and cold temperature exposure are amongst the deadliest of natural conditions which a soldier can face.

For any scenario which lists Frostbite as a special rule, every unit must make a morale check at the beginning of the game. If the test is failed, an infantry or artillery unit suffers one casualty for each point the morale check was failed by, whilst vehicles which fail the check are immobilized. If a vehicle is immobilized whilst off table (including outflanking) it is considered destroyed – its passengers may arrive on table on foot but suffer an additional -1 modifier for their test for entering the table.

COLD WEATHER CLOTHING

The hazards of cold weather were well known to every army by the time of the Battle of France. Whilst effective cold weather clothing and protective gear had been developed, the problem lay in the logistical challenge of getting that equipment to the front line where it was needed, in time and in sufficient quantities.

Cold Weather Clothing may be purchased for any unit in a scenario which includes the Frostbite special rule. Cold Weather Clothing costs 1pt per model in the unit, and must be bought for the entire unit. Any unit equipped with Cold Weather Clothing may subtract one point from their roll for their Frostbite check.



Sd Kfz 221 armoured car

AMPHIBIOUS ASSAULTS

Whilst the Battle of France was not a theatre associated with amphibious assaults in the conventional use of term, crossing the key rivers of France and Belgium was still a significant hurdle for the German attackers to overcome. The Meuse, as detailed in Scenario 3 of this book, was one of the major natural obstacles to overcome in the opening rounds of the campaign. The full rules for amphibious assaults are detailed in both *Empires in Flames* and *New Guinea*, but relevant extracts are included below for the purposes of this book.

MOVEMENT IN WATER

DEEP WATER

Deep Water is impassable to all units except those that have the Waterborne or Amphibious rules, or any other rule allowing movement in water (i.e. boats and amphibious vehicles, usually). We assume that infantry laden with all of the kit they need to carry in combat cannot swim and keep their kit operational.

In addition the following extra rules apply:

- If a vehicle with the Waterborne or Amphibious rule is immobilised while in Deep Water, it will automatically drift D6" forward every time it receives an order.
- Units in Deep Water suffer an additional -1 to hit when firing their on-board weapons because of the rocking waves affecting the unit's stability. Players may agree to disregard this rule if the Deep Water in question is exceptionally still (placid lake, very slow moving river).
- If a transported unit does not have the Waterborne or Amphibious rule and is forced to dismount in Deep Water, it can try to reach an area of Shallow Water with its move to dismount. If it cannot reach the Shallow Water, it is destroyed.

SHALLOW WATER

Shallow Water is treated as rough ground, with the following extra rules:

- Only Infantry and Waterborne or Amphibious vehicles may move in water.
- Artillery units treat it as impassable. If transported artillery is forced to dismount in Shallow Water, it can try to reach an area of solid ground with his move to dismount. If it cannot reach the solid ground it is destroyed.

- While infantry are moving in water, they can do nothing else (e.g. an infantry unit may not fire weapons while in water).
- Infantry units must always pass an order test to execute an order while in water, even if they are not pinned.
- Water provides hard cover to infantry from small arms fire. This is due to the rounds being slowed down by the density of the water.
- When an infantry unit finally moves out of the Shallow Water, it immediately gets an additional pin marker to represent the difficulty of regrouping after moving in water.
- Waterborne vehicles may end their move overlapping solid ground for up to half of their length, thus allowing transported units to disembark.

BOATS

A variety of different craft were employed for landings or large river crossings including collapsible assault boats, pontoons, inflatable boats, lifeboats or rowboats pressed into service, canoes and improvised rafts – sometimes anything that could float! This entry can be used to represent any of these unpowered small craft. Boats move at up to 6” per turn on an *Advance* order, and 12” per turn on a *Run* order (provided that they are fitted with a motor and are able to *Run*).

Cost	16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)
Weapons	1 forward-facing rifle or sub machine gun covering the forward arc
Damage Value	3+
Transport	Up to sixteen men
Options	- Upgrade with outboard motor (removes the May Not Run special rule) +10pts - Upgrade from rubber boat/raft to rowboat (increase Damage value to 5+) +5pts
Special Rules	- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability. - Slow - Open topped - May Not Run: Unless fitted with a motor, boats may not be given <i>Run</i> orders.

AIR BATTLES



AIR BATTLES

Whilst *Bolt Action* is first and foremost an infantry game, a huge number of battles during the Second World War were hugely affected by the air war above: be it support from spotter planes, opportunistic strafing runs from fighters, or pre-planned attacks from dedicated ground attack aircraft. The existing rules already cater for single aircraft called in by an air observer to attack a specified target. The following rules are aimed at a completely different kind of scenario – here, we cater for large air battles above the battlefield where one side is attempting to use a force of bombers to attack the ground units on the table, hopefully with a fighter escort, whilst the defending player is attempting to intercept them with fighters.

Please note that this game mode is **not** intended for normal play. It has been primarily created for Scenario 9: Dunkirk although it may be added your regular games if you wish. Platoon level skirmishes very rarely saw massed air battles in the skies above; these rules are intended to cover specified air attacks against large concentrations of ground forces, normally away from the front line. In the case of this book, the example we use is the Dunkirk evacuation, where the German player has no ground forces at all.

In Air Battles, aircraft are represented in small groups – nominally a pair of fighters or bombers. Fighters are represented by Fighter Counters and do not receive order dice. Bombers are given order dice and are activated as normal, but have only one option – *Fire*. The number of fighters and bombers, plus any reinforcements the players receive during the game, will be highlighted in the scenario brief. Note that whilst fighter aircraft of the era were notoriously limited in both fuel and ammunition, Fighter Counters are not removed from play following a dogfight. It is assumed that if a pair of fighters needs to leave the area, it is replaced by another pair with fresh fuel and ammunition. Fighter Counters are only removed after being destroyed in combat or after carrying out a strafing run, as detailed below.

Bombers are either Dive Bombers or Medium Bombers; the rules of which are explained in the ‘Attack Run’ and ‘Medium Bombers’ sections below. The attacking player’s bomber force is managed via the Attacker’s Bomber Roster

below, which details how many of each bomber type the attacker has. An example force is written in italics in the table. Once an aircraft has dropped its bombs, place an 'x' in the Bombs Dropped column. The final column is to place the order dice next to, to keep track of which bombers have been activated this turn.

ATTACKER'S BOMBER ROSTER

Bomber Type	Bombs Dropped	Order Dice
Dive Bomber	x	
Dive Bomber		
Medium Bomber		

When the attacking player activates a bomber unit, he must then decide how many fighter counters to add to the unit to act as its escort during the bombing run. Once the defending player has seen how many fighter counters the attacker is using, he must then declare how many of his own fighter counters he is using to attempt to intercept the attack. Both players roll 1D6, adding one to the result for every fighter counter they have used, and then consult the table below:

FIGHTER COMBAT TABLE

Dice Scores	Result
Both players score within one of each other's rolls	Dogfight – the skies above the battlefield are dominated by a swirling dogfight as the two fighter forces clash. The escort succeed in keeping the interceptors busy, and the bomber unit gets through to carry out an attack.
One player beats the other by two or three	Tally Ho! The player scoring higher has the upper hand and has added to their Squadron's 'kill' count. The player with the lower score loses one fighter counter. Nonetheless, the bomber unit gets through to carry out the attack.
One player beats the other by four or	Tally Ho! The player scoring higher has dominated the dogfight. The player with the lower score loses two fighter counters (this is if he has two or more in this dogfight, if he only used one then he only

more	loses one). If the winning player is the interceptor, his fighters have also smashed their way through to attack the bombers. Roll on the Bomber Interception Table.
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If the defending player's intercepting fighters succeed in fighting their way through the escort to engage the bombers, or if the bombers are left unescorted and are attacked directly by defending fighters, the defending player rolls on the table below, adding one to the result for every fighter counter after his first (i.e. +1 for two fighter counters, +2 for three fighter counters, and so on):

BOMBER INTERCEPTION TABLE

Dice Roll	Result
1	Disastrous Interception – the bombers' gunners succeed in shooting down the intercepting fighters. The defending player loses one fighter counter. However, the interception does succeed in stopping the bombers from attacking on this turn.
2–3	Good Interception – the fighters succeed in their attack on the bombers, dragging them off their bombing run. The bomber unit may not attack this turn and also jettisons its bomb loads whilst attempting to escape. Mark an 'x' on the 'Bombs Dropped' column in this unit's line on the Attacker's Bomber Roster.
4 or more	Bomber down – the bomber unit has been destroyed by the intercepting fighters. The unit's die is removed from the bag.

THE ATTACK RUN

If the bombers get through, their attack on the table is worked out as follows. A Dive Bomber may elect to either carry out a strafing run with guns or, if the unit still has its bombs, carry out a bombing run. A strafing run is carried out using the 'Strafing Fighter' rules on page 86 of the *Bolt Action* rulebook. If the Dive Bomber uses its bombs, then use the 'Ground Attack Aircraft' rules on the same page instead. Note that an order die represents **two** aircraft so, in both cases, the attack is carried out twice. However, two different targets must be attacked, and

the same weapon type (i.e. bombs or guns) must be used for both aircraft. Dive bombers may only carry out one attack run with each type of weapon before heading back to their airfield to refuel and re-arm; i.e. one bombing run *and* one strafing run only.

MEDIUM BOMBERS

Medium Bombers may only attack with bombs. They have the potential to cause more damage than Dive Bombers, but do not possess the same accuracy. For each attack, the attacking player must position the two Medium Bombers from the order dice on the same table edge, pointing in the same direction, no closer than 12" from each other. An aiming point is selected for each bomber, anywhere on the table ahead of them. The attacking player then rolls for scatter, 2D6" in a random direction – this scatter is carried out separately for each bomber. This is the landing point of the first bomb. Draw a 12" line from the landing point in the same direction in which the bombers are pointing. This line represents the fall of the remaining bombs. Any unit within 2" of this line suffers 2D6 hits with +4 pen. In addition, Medium Bombers will not remain on the Attacker's Bomber Roster as they cannot carry out strafing runs; as soon as their bomb run is complete, remove them from the roster and remove their order dice from the bag as they head for home.

FLAK

The normal flak rules on page 86 of the *Bolt Action* rulebook apply. If either aircraft in the pair represented by a single order die is shot down, the order die is removed as if both aircraft have been lost.

STRAFING FIGHTERS

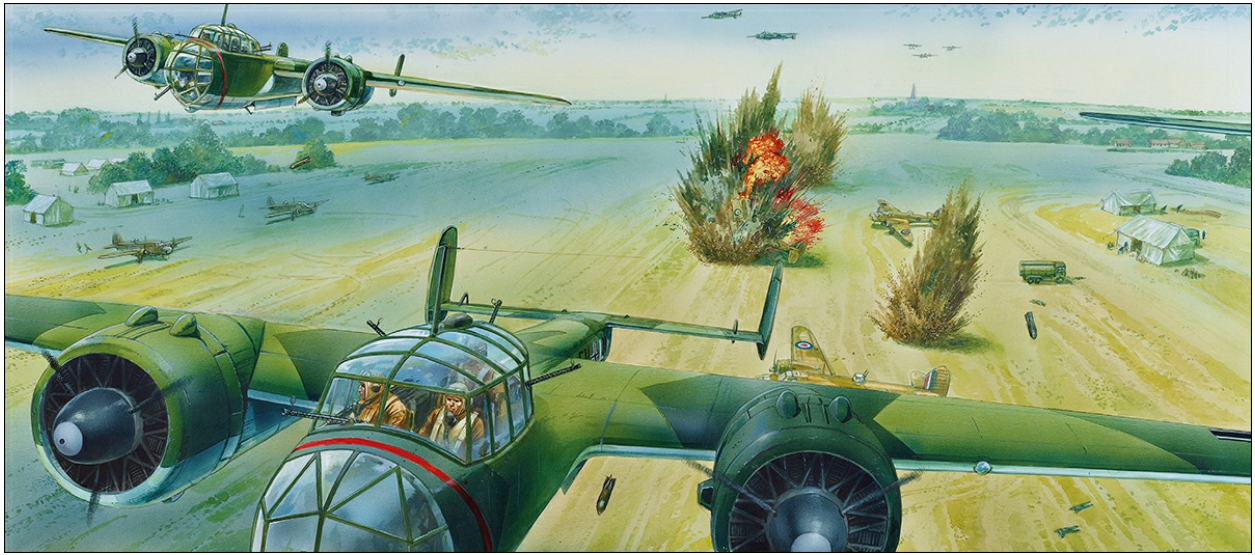
If the battle is going particularly well for the attacker, he may elect to peel off some of his fighters to carry out ground attack runs instead of using them for aerial combat. At the end of every turn, the attacking player may elect to carry out strafing runs with any Fighter Counters which have not been used that turn. If he does so, the defending player may attempt to intercept as normal with any Fighter Counters he has which have not been used this turn. Resulting dogfights are rolled on the Fighter Combat table, with any score resulting in the strafing

run being aborted. However, if an unopposed Fighter Counter does carry out a strafing run, it is resolved in exactly the same manner as described with Dive Bombers above. However, the strafing run represents the fighters leaving station and carrying out opportunity attacks in contravention of their orders to escort bombers; as a result, the counter is removed from play immediately following a strafing run as the fighters return to base to refuel and re-arm.

TOP SECRET

FROM AIR BRANCH

With the Dunkirk evacuation in full swing, provisions were being made in as many areas as possible to support the troops on the beaches. One unlikely area of support came from the Elementary Flying Training schools of the Royal Navy's Fleet Air Arm, or 'Air Branch' as it was officially known. Trainee pilots who had achieved first solo were ordered to fly their Tiger Moth training biplanes to the Dunkirk beaches. These young men, who in some cases had as little as 10 hours dual instruction in their log books, were instructed to take off with parcels containing food and medical supplies on their laps. They flew towards the massive pillars of smoke that dominated the horizon, praying that they would not attract the attention of German fighters before then throwing their packages out of their open cockpits and flying a reciprocal course in the hopes of finding their home airfield. These aid sorties were flown repetitively for days during the evacuations. Not a single student pilot was lost to enemy action, although at least one became navigationally lost over England, although this was easily remedied after landing and asking for directions!



The destruction of RAF no. 114 squadron at Conde-Vraux airfield 11 May 1940 By Peter Dennis © Osprey Publishing taken from Campaign 264 Fall Gelb 1940 (1)

COMPANY COMMANDER



The standard *Bolt Action* rules call for players to form a Reinforced Platoon strength unit to fight a single scenario against an opposing player. Company Commander is a game mode whereby single encounters are linked together into campaigns utilising the same forces, and seeing the progression of core units throughout the fighting. Every army had variations on how units would be organised from Platoon level right up to Corps level; Company Commander gives a single, standardised Company organisation structure for players to adhere to, based largely on the British Army Rifle Company of the Second World War. Whilst these rules only place marginal extra considerations in game, it should be kept in mind that they will take a significant amount of extra time managing forces in between games.

These rules are intended for players who are happy to sacrifice an element of speed in their game to give some new depth. Both players or the relevant event organiser must agree to their use. However, feel free to pick and choose the rules you like and don't like; for example, if both players want to then you could use the SNCO rules below in a standard game without using any of the other features of Company Commander.

Rifle Platoons are generally comprised of an HQ team and three Sections or Squads; it is for this reason that *Bolt Action* bases most Theatre Selectors around a compulsory officer and two Sections or Squads with options for more units to be added. Moving up to the next level, a Company is made up of a HQ team and three Platoons. The Company is typically led by a Major or Captain. To form a Company, the player must first select a Reinforced Platoon Theatre Selector to base his Company around. This will give the player the units he can choose from. Once he has his Theatre Selector, he must form a Company as follows:

COMPULSORY UNITS

- 0–1 Major*
- 0–1 Captain*
- 1 Company HQ Section*
- 2 Platoons (each of one Second Lieutenant or First Lieutenant, and two infantry Sections)

ADDITIONAL UNITS

- 0–1 Additional Platoon (one Second Lieutenant or First Lieutenant and two infantry

Sections)

- Any other units as detailed in the Theatre Selector Reinforced Platoon*

* See [Special Rules](#)

A Major and/or Captain are compulsory units and at least one must be purchased. Only one of each is allowed per Company, so in effect any additional unit choices stated in the Reinforced Platoon Selector are now ignored. If the officer choices differ in the Reinforced Platoon Selector (e.g. with many Japanese Platoons, a Second Lieutenant is the only compulsory officer and a First Lieutenant and Captain are the only additional officer choices) then replace the compulsory units above with those detailed in the Reinforced Platoon Selector. In this example, a Japanese Company would be led by a Captain and/or First Lieutenant as its company officers, whilst Platoons must be led by Second Lieutenants.

The Company HQ Section must be one of the sections listed in the choices for the two compulsory sections or squads at Platoon level. The Company HQ Section may only be used if a company officer is fielded. For example, if the Company is built around a Reinforced Platoon Selector where the compulsory sections or squads are Inexperienced or Regular infantry, the Company HQ Section must be one of these choices.

Additional units may be multiplied by the number of Platoons taken. For example, if the Theatre Selector allows 0–2 Snipers and the player has two Platoons in his Company, he may now take 0–4 Snipers.

For example, A Company is assembled based on the 1940 – Fall of France Reinforced Platoon Selector on page 66 of *Armies of Great Britain*, with an agreed points limit of 2000 points. The compulsory units are one Major, one Captain, one Company HQ Section, and two Platoons, each of a Second or First Lieutenant and two infantry sections. The player assembles the following compulsory units:

Company HQ:

Regular Major with one additional man: 160pts

HQ Section: 10-man Regular Infantry Section (Early-War) with one light machine gun: 120pts

First Platoon:

Regular First Lieutenant with 2 additional men: 95pts

Regular 10-man Infantry Section (Early War) with one light machine gun: 120pts
Regular 10-man Infantry Section (Early War) with one light machine gun: 120pts

Second Platoon:

Inexperienced Second Lieutenant with two additional men: 49pts
Regular 10-man Infantry Section (Early War) with one light machine gun: 120pts
Inexperienced 10-man Infantry Section (Early War) with one sub-machine gun and one light machine gun: 90pts

Total Compulsory Units Cost: 874pts

Additional Units (two Platoons taken, therefore 2x any other units in the 1940 – Fall of France Reinforced Platoon list):

Regular 10-man Infantry Section (Early War) with one light machine gun: 120pts
2 Regular Medium Machine gun teams: 100pts
1 Regular Light Mortar: 35pts
1 Regular Medium Mortar: 50pts
2 Regular Boys Anti-tank rifle teams: 60pts
2 Regular Light Artillery: 110pts
1 Regular Recce Carrier: 60pts
1 Regular Daimler Dingo: 80pts
2 Regular Infantry Tank Mk II Matilda II 310pts
5 Regular 3-Ton Trucks: 195pts

Total Additional Units Cost: 1120pts

Total Company Cost: 1994pts

FREE UNITS

Some Army Special Rules give certain forces a free unit, such as the British Artillery Observer or Soviet 12 man Rifle Squad. These free units represent resources the company is likely to be able to draw upon rather than actually attached men. Free units are not treated as part of the company and are, therefore, attached to a force at the beginning of each battle, and removed at the end.

TOP SECRET

CHAIN OF COMMAND

Fielding a force in Company Commander uses a different format to standard *Bolt Action* games. Before play, players must agree on a points cost per force as standard. Each player must then select their force using only units in their Company. A single Platoon is the minimum force which may be fielded, remembering that a Platoon consists of one Second Lieutenant or First Lieutenant and two infantry Sections or Squads. Supporting units may be used in the same multiples they were initially purchased in, for example, if a Company with 2 Platoons has four snipers (as its Theatre Selector allowed 0–2 Snipers per Platoon), then it can field up to two Snipers with a single Platoon on the table, or up to four Snipers with both Platoons on the table.

SENIOR NCOS

An officer's command team almost invariably included a Senior Non-Commissioned Officer (SNCO) such as a Sergeant or Sergeant Major. Whilst officers had longer initial training which included a far more in depth look at tactics and leadership theory, the SNCO had years of practical experience to draw on. Both were capable of leading a Platoon or Company in the field. A good officer would always draw on the experience of his SNCO, whilst a good SNCO knew that the overall responsibility for success or failure lay with the officer and it was his job to inform and support the officer's decisions.

An SNCO is a free upgrade for *any* officer taken in Company Commander. The SNCO replaces one of the 'further men' options which are open to the officer unit. The SNCO has the same leadership abilities and bonuses as the officer he accompanies, but may only use them if the officer is removed from play.

For example, an Inexperienced Second Lieutenant is accompanied by an Inexperienced SNCO. The Second Lieutenant is removed as a casualty. The SNCO now takes charge of the Platoon and the officer unit remains in play with exactly the same rules as if the Second Lieutenant was still on the table. The SNCO is, in effect, a second 'life' for the officer unit.

The SNCO carries the authority of the officer he is augmenting or replacing. So, if an SNCO is accompanying a Major, he confers a +4 morale bonus and can activate four units. However, if due to casualties (see [here](#)) he is then moved across to accompany a First Lieutenant at Platoon level, he now confers a +2 morale bonus and can activate two units. If an SNCO ends up leading a Company, he is treated as a Captain for morale bonuses and activations.



Dismounted French cavalrymen

COMMAND OF THE COMPANY IN THE EVENT OF CASUALTIES

Whilst SNCOs can take charge of a Company on the field in the event of a Company Officer being killed, command of the Company will fall onto the ranking officer after the battle. For example, if both the Major and the Captain are killed, a SNCO may lead the Company for the remainder of that scenario; after the scenario one of the Platoon Officers (the Second or First Lieutenant leading one of the Company's Platoons) must be removed from his Platoon to take command of the Company. The *Platoon* may then be led by an SNCO if there is no officer available to lead it, but the *Company* can only ever be led by an SNCO if all officers are dead.

Conversely, if casualties are sustained amongst Platoon Officers, the lower ranking of two Company Officers may assume command of a Platoon. For example, a First Lieutenant is killed, leaving a Platoon with an SNCO to lead it. The player may use his Captain to lead that Platoon directly as its compulsory

officer unit choice, as long as a Major is still alive to lead the Company.
In summary:

- A Major or Captain may lead a Company
- A Second or First Lieutenant may lead a Company if there is no Major or Captain
- An SNCO may only lead a Company if *all* officers are dead
- An SNCO may lead a Platoon indefinitely, if there is no officer available to do so
- A Captain may lead a Platoon to replace a dead officer, so long as a Major is in place to lead the Company



A German Kradschützen column about to come under French fire

CAMPAIGNS

Campaigns are built around the generic scenarios described from page 130 of the *Bolt Action* rulebook. Campaigns can last for whatever period of time the players agree on but as standard, a five scenario campaign is a good place to start. Victory being awarded to the player who has accrued the most cumulative victory points over the scenarios. Victory is also achieved if one player reduces his opponent's force to less than 25% of its initial points value.

Each scenario is rolled up in turn using the method described in the Scenarios section of the *Bolt Action* rulebook, after the roll has been carried out to determine which player is the attacker and which player is the defender. However, once the scenario has been rolled up, an additional roll is then made on the table below to see how each player must split his forces for the game:

Die Roll	Result
1	Patrol/Skirmish: Both players must assemble a force of no more than 500 points, composed of any units they wish to use within their company.
2–4	Company Assault: Both players must split their entire company into three forces: A, B, and C. These forces do not have to be even. Once the forces have been composed, each player rolls a die to see which of his forces have encountered the enemy and, therefore, which force he will use in the game: 1–2 is Force A, 3–4 is Force B, and 5–6 is Force C.
5–6	Platoon Attack: The players agree on a point limit, and then each select a single reinforced platoon to use for the game.

POST BATTLE

After each battle, both players must manage their company using the following order of procedures:

- Experience and Advancement
- Casualties
- Replacements

EXPERIENCE AND ADVANCEMENT

The rules in this section cover unit advancement from experience in battle, the effects of casualties, and replacement soldiers. It is worth re-iterating at this point that Company Commander is intended to follow the exploits of a key number of *core units* within a force rather than the entire force itself – to keep things manageable, it is recommended that only the company's Major, Captain and *compulsory units in each platoon* (i.e. the officer and the two mandatory infantry squads or sections) use the Experience and Advancement rules.

Each level of Troop Quality has a corresponding bracket of experience. If a unit gains enough experience at the end of a game to enter the next bracket, it begins the next game at its new Troop Quality level. Likewise, if lower quality replacement soldiers (see below) cause the average level of experience to drop, it is possible to fall back to a lower Troop Quality level. New units begin at the lowest Experience Points value for their Troop Quality. For example, a campaign starting with an Inexperienced Infantry Section would see that unit begin with 0 points, whilst a Commando Section would begin at 12 points. The Troop Qualities and their Experience Brackets are shown in the table below:



German horse drawn wagon

TROOP EXPERIENCE BRACKETS

Troop Quality	Experience Points
Inexperienced	0–5
Regular	6–11

Veteran	12+
Bonus Skill	15+

Experience Points are earned in every battle, but points are only added in between battles – units do not jump up a level in the middle of a firefight (excepting Green units). The table below shows how many experience points are earned for certain achievements. Note that those achievements denoted with an asterisk are for officer units only. Officers gain experience through leading their subordinates, as well as closing with and killing the enemy. Note that each achievement may only be rewarded with experience points once per battle, they do not stack in the same engagement.

BATTLEFIELD ACHIEVEMENTS

Achievement	Experience Points
Unit survives the battle	1
Unit inflicts casualties on enemy unit	1
Unit destroys enemy unit by shooting	1
Unit defeats enemy unit in assault	3
*Officer successfully initiates 'You Men, Snap to Action!' resulting in an enemy unit taking casualties and/or a pin marker	1
*Officer uses Morale Bonus to assist friendly unit in a successful order test, morale check, or rally (not including own unit)	1
*Officer units only	

BONUS SKILLS

If your units survive long enough to reach the final troop quality entry on the table above, they receive a bonus skill. Roll on the table below to see which skill the squad now has. If it is a skill already possessed by the squad (or in the case of Rapid Fire or initiative training, by the army), or is unusable by the unit then re-roll the result. Each squad may only have one additional skill. If the squad's skill level reduces below Veteran due to less experienced replacement soldiers, the skill is lost. If subsequently the squad reaches the required number of Experience Points again, they may roll for a new skill.

Die Roll	Skill
1	Stubborn
2	First Aid – Every time the squad receives casualties, roll a single dice. On the roll of a 6, one casualty may be ignored. This skill can be used in addition to a medic.
3	Resolve – If the unit possesses any pins at the end of each turn, roll a single die. On the roll of a 4+, a single pin marker is removed.
4	Rapid fire – For every three men shooting rifles, roll one extra die. For example, four men with rifles would roll five dice. The extra shot can be assumed to come from any man in the unit.
5	Tough Fighter
6	Initiative – If the squad's NCO is killed, roll a D6. On a 2+ one of the other soldiers takes his place. Remove another model from the unit and play on without any penalty for losing the NCO.

POINTS VALUES

Once a unit is paid for at the beginning of the campaign the points value is only altered based on the number of soldiers in the unit, not the experience level. For example, a ten man Regular rifle squad costing 100 points loses two men, it now costs 80 points. However, if this unit advances to Veteran status, each man will still cost 10 points.

CASUALTIES

As we are following the exploits of the company from battle to battle, it is vital to track the fighting strength of the company as it suffers casualties and receives replacement soldiers. Whilst men may be removed from play in each battle, they may not necessarily be removed from the campaign – minor injuries will be treated so soldiers can be put straight back in action. At the end of each game, roll a die for each Headquarters, Infantry, or Artillery model which has been removed. For the victorious player, on a 5+ the model remains in the Company. For the losing player who has lost control of the battlefield and therefore is more likely to have his casualties taken prisoner, a roll of a 6 is required for the model to remain in the Company. Any damage to vehicles, such as jammed turrets, is

automatically repaired. The only exception to this rule is if a vehicle on the losing team is immobilized and left on the battlefield, it counts as destroyed.

For the sake of practicality, it is recommended that dice are rolled en masse for each squad rather than rolling for every individual casualty. However, for individuals with different skills or abilities, such as officers, medics, and squad NCOs, roll a different coloured die to mark them out within their unit.

MEDICS AND CASUALTIES

Medics provide just as much support to a force off the battlefield as they do in the battle itself. For every medic included in a Company, the player may select a single unit for casualty rolls after the battle and apply a +1 modifier to all casualty rolls in that unit alone. If the medic is a casualty, roll to see if he survives first before applying the modifier!

RETREATING AND FLEEING

Any unit which is moved off the player's own table edge by a *Run* or *Advance* order is considered to have automatically survived the battle. Units which fail their morale check and are removed from the battle are treated differently. Whilst they do survive, blind terror has made it impossible to consolidate on their experience of the battle and as such, they gain no experience points. Any artillery units which flee from the battle will leave their gun behind and so can only be used as replacement soldiers for infantry units.

REPLACEMENTS

The number of replacements available for the company can vary greatly depending not only on available manpower, but also on the logistical ability to move the new manpower to the frontline. As a result, the company must make do with combining new replacements with internal manpower changes.

The order for resolving replacements is as follows:

- Replace dead NCOs
- Calculate Logistics Points
- Request replacements
- Determine Troop Quality of replacements

REPLACE DEAD NCOS

Any dead NCOs are replaced by one of the surviving members of the unit. For example, a rifle squad of ten men loses its NCO in a battle. One of the surviving men becomes the NCO for the next battle, so the net effect is that the unit has lost one man rather than the NCO.

CALCULATE LOGISTICS POINTS

After replacement NCOs are resolved, work out how many Logistics Points your company has earned from the table below:

Battle Outcome	Logistics Points
Lost the Battle	150
Draw	200
Won the Battle	250

Logistics Points can be saved and stacked from battle to battle – make a note of any unused Logistics Points on your Company Roster.

REQUEST REPLACEMENTS

Logistics Points can be spent on requesting replacements from Battalion HQ. Logistics Points are equal to the points of what is being requisitioned. For example, if four Regular soldiers are being requested to replace the casualties in a Regular infantry squad, 40 Logistics Points are spent. Note that replacement requests are dealt with in exactly the same way for units which have suffered casualties, or units which have been eliminated.

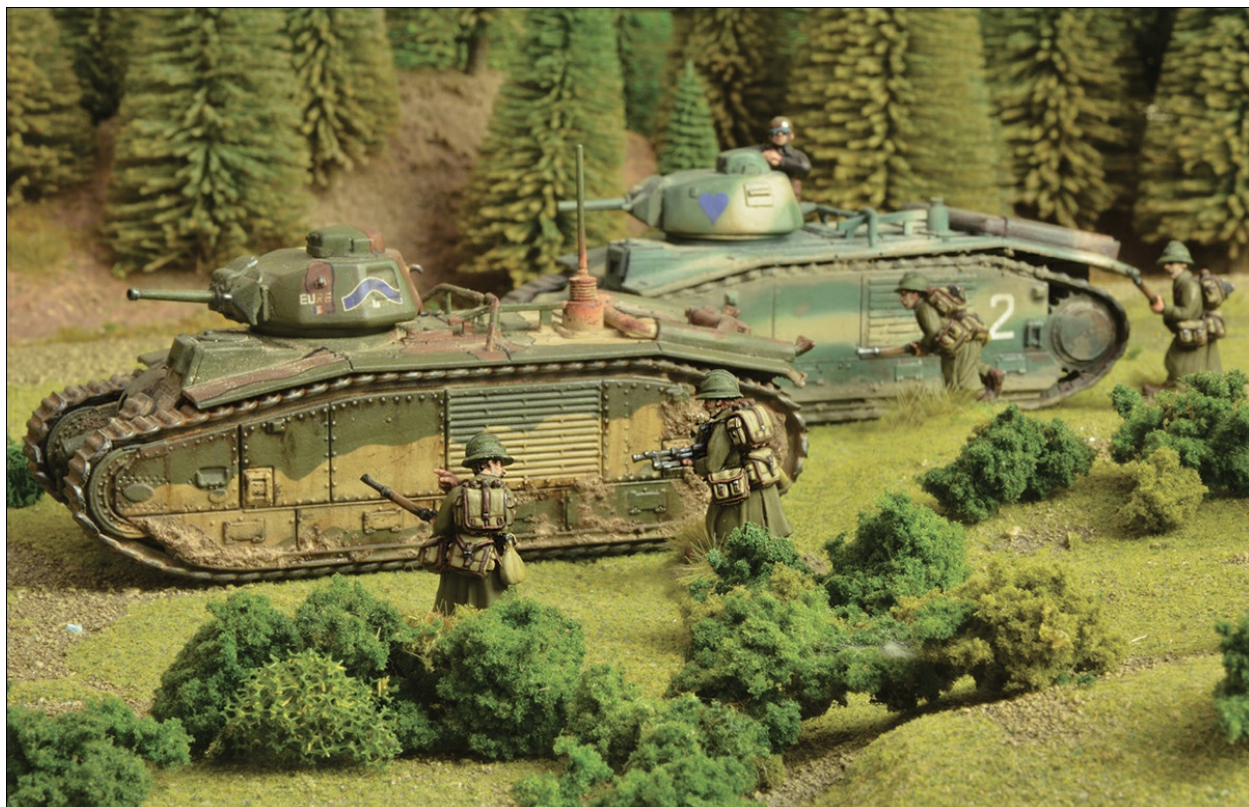


Panhard 178 Armoured car

ISSUING THE REQUEST

Once Logistics Points have been spent on requests, roll on the table below to determine whether the request is granted:

Unit Type	Roll
Infantry/HQ/Teams	Roll 1D6 for each missing man. On the roll of a 6, a replacement arrives
Soft skinned vehicle or artillery gun	4+ on 1D6
Armoured vehicle	5+ on 1D6



Billotte's Char B1 bis leads the French advance

DETERMINE TROOP QUALITY OF REPLACEMENTS

Once the replacement troops and vehicles have arrived, determine the Troop Quality of the replacements. Replacements will always be either of the same quality as the unit they are joining/replacing, or one level lower (i.e. Inexperienced if arriving to replace a Regular unit). If a unit type does not have a lower level available (i.e. Commandos and Rangers etc. are always Veteran) then the replacements will always be of the same Troop Quality as the unit. For all others, roll on the table below for each replacement unit:

Unit Type	Roll
Infantry/HQ/Teams	1–3: One level lower, 4–6: same level
Soft skinned vehicles	1–2: One level lower, 3–6: same level
Armoured vehicles	1–4: One level lower, 5–6: same level

If an infantry unit receives replacement soldiers who are a lower Troop Quality, compare the number of replacements to the number of surviving soldiers in the

original unit. If the number of replacements is greater than the number of surviving soldiers, that unit's experience levels are so diluted that they will drop one level of Troop Quality. If they are a Core Unit, they now count as having the lowest number of experience points in their Troop Quality bracket.

SWAPPING UNIT REQUEST

It is possible to request a replacement unit which was not in your original Company Roster. However, it must replace an eliminated unit of the same type, experience level, and of equal or greater points value. For example, if a Regular medium machine gun had been eliminated, a replacement request could be issued for a Regular medium mortar. The mortar unit is of the same type (infantry/teams), is also Regular and does not cost more than the original unit (both are 50 points).

MANAGING MANPOWER

Troops who are of the same Troop Quality may be freely moved between units in between battles, as long as the minimum and maximum number of soldiers in that unit are not exceeded. For example, a veteran soldier from a Veteran Infantry Section could be moved to crew a veteran medium machine gun, as long as his removal from the Infantry Section does not result in that Section's number of soldiers falling below 5, and the medium machine gun's maximum number of crew is not exceeded. Note that soldiers may not be moved into units which possess skills they do not have: a Veteran infantryman cannot be moved into a Commando Section, for example, as he is not a Tough Fighter and does not have Behind Enemy Lines.



A column of heavily armoured Char B1 bis tanks

RECOVERY VEHICLES

Your force may include a recovery vehicle as described on *Tank War* page 80. If a disabled armoured vehicle is removed from the battlefield then the Logistics Points for its replacement request cost is halved, rounded up.

SIMULTANEOUS GAMES

One benefit of elevating *Bolt Action* from Platoon to Company level is that simultaneous combat encounters can now be replicated. For example, if players have created Companies consisting of three Platoons, it would be possible to play out three separate games which represent concurrent activity, with three platoons fighting on three separate battlefields, all within a stone's throw of each other. In the event of fielding a Company consisting of three Platoons in a simultaneous game consisting of only two tables, the entire Company may still be fielded. As long as a minimum of one Platoon (one Second or First Lieutenant and two sections or squads) must be fielded on each table. The remaining units, including the third Platoon, may be split up in any way the player wishes.

If simultaneous games are being played, players can either use the normal campaign rules above or opt for a single, standalone clash. In the case of the latter, both players must agree on a scenario which logically allows the use of a company rather than a platoon. For example, an attacker vs defender scenario

could easily be used whereby the defending company is made up of two or three platoons occupying defensive positions right next to each other, with the attacking company splitting their forces into platoons who are each attempting to punch through one area of the defensive line. However, a scenario with a specific and unique objective (rescue the downed pilot, or come to the aid of the surrounded unit) would not work well as the objective is unique to one table.

Once a scenario has been decided on, both players will split their forces by Platoons. Each tabletop and each individual battle must be fought with a single Platoon consisting of a Platoon Officer or SNCO to lead and two Sections or Squads, plus whatever additional units the player chooses. It goes without saying that as the action is occurring simultaneously, you cannot have one unit in more than one Platoon – if you have, for example, two medium mortars in your Company then only two medium mortars can be used by all forces put together, not each individual Platoon!

Each battle is then fought separately, with victory points calculated for each individual game. The winner is the player who wins the most battles – one sweeping victory by one Platoon is no good if your other two Platoons lost, even if only narrowly! In the event of a tie, the player with the most victory points from all battles is the winner.

MULTIPLE TABLES AND CROSS TABLE MOVING

With club or tournament play, it may be possible to have enough players, tables, and space to carry out each Platoon's battles in real time. For example, if an American Company and a German Company each have three Platoons, with six players and three tables it will be possible to pitch both Companies against each other simultaneously. If this is the case, the players can either agree to carry out three separate battles, or three linked battles.

Battles are linked by determining where the tables are in relation to each other. In the case of two Platoons, the tables are designated Left and Right. For three Platoons, the tables are Left, Centre and Right. The battlefields are not right next to each other, there is some dead ground assumed between each table. As a result, weapons cannot be fired from one table to another. However, troops and vehicles may be moved from one table to another. Any unit may be moved off the side of a table with an *Advance* or *Run* order. The unit and its order die are then removed from play. The unit and its die remain out of play for the turn

following their exit from a table. At the beginning of the next turn (i.e. two turns after they moved off their previous table) the unit's order die is placed in the bag of the table they are joining.

The unit enters the new table following the normal rules for reserves, but they enter their new table at a point within 6" of where they departed their previous table. For example, if a unit leaves the right hand edge of the centre table at a point 18" from their table edge, if they successfully move onto a new table then they enter at any point between 12" and 24" from the player's table edge. Units *must* move between linking table edges – for example, if a unit in a three table game leaves the left hand edge of the right hand table, they can only enter the right hand edge of the centre table. They cannot miraculously bypass the centre table to appear on the left hand edge of the left hand table! The only exception to this is that a unit can reverse its decision and re-enter the table it left, using the same rules and procedures. Again, a healthy dosage of common sense is required in terms of negotiating terrain. For example, if a river runs through all three tables and requires a boat to cross, a unit moving cross table cannot suspiciously cross the river and appear on the other side when moving onto the next table!

TANK WARS

The rules above for Company Commander can also be used in conjunction with *Tank War*, but require a few modifications for compatibility. Instead of basing the Tank Company around a specific Theatre Selector, the generic Armoured Platoon Selector on page 11 of *Tank War* is used to form the company. One of the command vehicles *must* be upgraded to an Armoured Company Commander vehicle as described on page 14 of *Tank War*. The rules for replacements are as detailed above, but experience is earned and spent as described from page 25 onwards in *Tank War*.



French sniper team

CREDITS

AUTHOR'S NOTE

This book is the product of a collaborative effort between the author and a number of members of the *Bolt Action* player community. Building on the successes (and also the bits which didn't work quite so well!) of community collaboration with *Battle of the Bulge* and *New Guinea*, this volume saw the largest involvement yet in terms of both the number of people who contributed, and also the geographical disposition of the play test groups with gamers from all over the world being involved. Whilst this book would not have been possible without their help, the author wishes to thank in particular Karsten Stroschen and Lou Passejaire.

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